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When Pigs Fly...

JULY VOLUME 74
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THE MUSIC DIDN'T DRIVE HIM INTO A FRENZY.

IT WAS THE GUY WHO SNAKED HIS NEW ISSUE OF NINTENDO POWER.

If your name isn't on the cover of this mag then how did you get this issue into your grubby game-gripping palms anyway? A: Begged it. B: Snaked it. C: Got scammed at the newstand for $ 3.95. ✠ If you're guilty of any of these charges, there's something you should know. Until you get your own subscription, you're never gonna beat somebody who gets their own monthly issue of Nintendo Power. ✠ Be serious for a minute. How do you expect to compete against NINTENDO POWER someone who gets hundreds of hot game tips every month–tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time–you can't. The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for $18* and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month. ✠ So forget begging and mooching old worn out issues of Nintendo Power off your friends. There's only one thing that feels better than getting your own copy of Nintendo Power every month.

And that's beating the crud out of someone who doesn't.

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*Canadian residents pay $25 Canadian funds.

The first Game Boy game to use the ACM Rendering Technique!

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Donkey Kong

The Kong is back, and this time he's heating up the Game Boy. This huge 14-page feature covers everything you need to know to master this monkey's mayhem.

E³ REPORT

So you missed the big E³ show in Los Angeles? Don't worry, the NP staff didn't! Catch our inside look at all of the hottest new games!

24

RPGs IN JAPAN

Final Fantasy III may have been the biggest RPG of all time in the U.S., but it is just one of many spectacular role-playing games in Japan. This month's article features some of the other big games that rocked the market in Japan!

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Land

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UNDER THE SKIN OF ACM

The ACM Rendering Technique has brought you hits like Donkey Kong Country and Donkey Kong Land. Now get a behind-the-scenes look at these incredible video game construction tools!

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PLAYER'S PULSE

In Volume 71 we asked what you thought would happen to the Super NES once the Ultra 64 comes out. Check out the special report on E3 in this issue and you'll see that a lot of great games are coming out for the Super NES—including Killer Instinct next month! Here's a sample of what our readers thought.

I think that the Super NES will continue to be productive long after the Ultra 64 makes its debut. Just look at how long the original Nintendo held out after the introduction of the cursed Sega Genesis. I'd estimate anywhere between 1½ to 3 years of unchanged sales before the Ultra 64 really makes an impact.

CHRIS MACK
ISLAND LAKE, IL

The first year or so the NES was still very popular until everyone got a Super NES or got a chance to play one. I still think Super NES will be popular but in a few years I think it will end up like the NES, pitched away and only played now and then.

GIBB PRITCHARD
DOVER, OH

The NU 64 sounds pretty neat! You ask what is going to happen to my SNES, well it's staying right where it is. I'm worried what is going to happen to your magazine. Right when SNES came out I couldn't afford it and when it took over Nintendo Power it got boring hearing about all those new games and getting NO information on the regular NES. But as long as you keep putting in lots of info about the Super NES I'll be pleased.

BRETT MATULIS
WALKESVILLE, MD

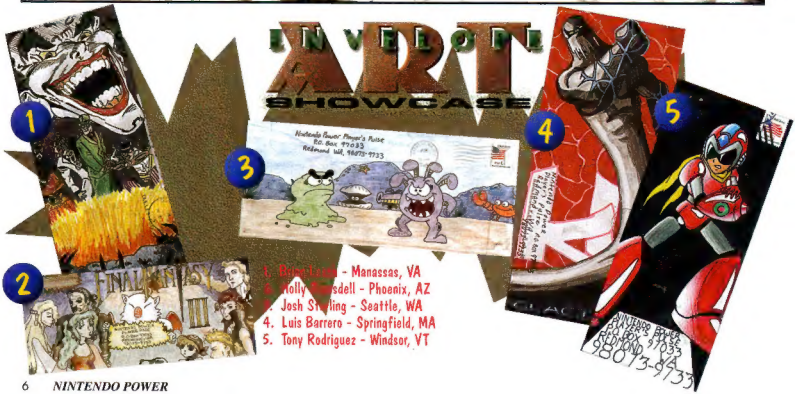
Super NES, dead!? NOT!!! There is plenty of spunkiness left in the good-old Super. Nooooooo sireeeee! I'll be playin' it loud into the 21st century! When the day comes that I don't play it anymore I'll have it frozen along with me in a cryonics capsule along with my favorite games and be sent into space. Hopefully one day Data from Star Trek: The Next Generation might find me drifting in space and unthaw me along with my 16-bit companion and my stash of favorite games. Assuming Dr. Crusher can fix me and that the Replicator can make me a TV set, I'll be playin' it loud in the 26th century!

JUSTIN FERGUSON
INDIANAPOLIS, IN

Do not destroy the SNES until the Princess joins a gardening club, Samus goes to a nursing home and Mario and Luigi's idea of a little action is playing croquet. LONG LIVE SUPER NINTENDO!

KELLAN CUMMINGS
FARMINGTON HILLS, MI

ENVELOPE ART SHOWCASE



1. Ryan Lund - Manassas, VA
2. Molly Wessell - Phoenix, AZ
3. Josh Stripling - Seattle, WA
4. Luis Barrero - Springfield, MA
5. Tony Rodriguez - Windsor, VT

"Play it loud!" is the motto of Shaun McBride of Cleveland, OK, shown here with the spanking new Killer Instinct arcade game he won in the Volume 66 Player's Poll Contest. "Fortunately, my parents live on one side of the house and I live on the other," says Shaun, who names Glacius and Fulgore as his favorite characters. Shaun had only played KI once before winning the contest, but now he's a definite freak. "It gets pretty intense. A couple of hours fly by and you don't even know it."

I just read what Cranky wrote in Nintendo Power (Volume 71), and that geezer doesn't know what he's talking about. I think Donkey Kong Country is far out! The graphics are great and you made the game so enjoyable. I think you should put me in the next game if you make a sequel. I have some good moves to bash those Kremlings. I bet the next thing Crank would say is the new layout of the magazine is too much, it could make him have a heart attack, but I think it's totally awesome!!!!

FUNKY KONG
VULTURE CULTURE, DKC

It looks like every gorilla has an opinion on DKC—and that's no monkeyshines! But we're still waiting to hear from Candy Kong. Hello out there, Candy! Drop us a line!

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

WHERE ARE YOU TAKING YOUR GAME BOY for summer vacation? To the top of a mountain? To the bottom of the Grand Canyon? Send us your wildest vacation photos!

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PLAYER'S PULSE
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Is Kirby really made of marshmallow?

CLIFF CAMPBELL
GRATZ, PA

Rumor has it that Kirby is made of a mysterious substance called "Kirbyite" that allows him to keep inhaling and exhaling for hours without hyperventilating.

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1-206-885-7529

Pre-recorded hints for Breath of Fire, Donkey Kong Country, Earthbound, Final Fantasy III, Illusion of Gaia, The Legend of Zelda: A Link to the Past, Mortal Kombat II, Super Mario All-Stars, Super Mario World, Super Metroid and Super Punch-Out!! (SNES), The Legend of Zelda: Link's Awakening (Game Boy), and The Legend of Zelda, Super Mario Bros. 1, 2 and 3 and Zelda II: The Adventure of Link (NES). Also, the latest on upcoming games, Virtual Boy and the N64! This call may be long-distance, so before you call, be sure to get permission from whoever pays the bill.

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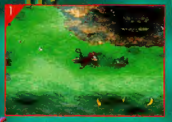


SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	9
2	THE LEGEND OF ZELDA: A LINK TO THE PAST	3	42
3	FINAL FANTASY III	2	7
4	SUPER METROID	4	15
5	EARTHWORM JIM	6	9
6	NBA JAM TOURNAMENT EDITION	5	6
7	ILLUSION OF GAIA	17	8
8	KEN GRIFFEY JR. PRESENTS MLB	20	15
9	KIRBY'S DREAM COURSE	9	3
10	KILLER INSTINCT	NEW	1
11	MEGA MAN X2	7	5
12	SECRET OF MANA	8	18
13	FINAL FANTASY II	12	38
14	SECRET OF EVERMORE	NEW	1
15	NHL '95	NOT RANKED	5
16	BASSIN'S BLACK BASS WITH HANK PARKER	NEW	1
17	SIMCITY	15	21
18	SUPER MARIO KART	13	30
19	NFL QUARTERBACK CLUB	NEW	1
20	THE LION KING	NOT RANKED	7

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	27
2	DONKEY KONG LAND	2	6
3	METROID II: RETURN OF SAMUS	3	43
4	KIRBY'S DREAM LAND 2	8	2
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	5	33
6	WARIO LAND: SUPER MARIO LAND 3	6	13
7	DONKEY KONG	7	14
8	TETRIS	4	34
9	MORTAL KOMBAT II	9	7
10	WARIO BLAST	NOT RANKED	1

TOP 10 MOVIE-BASED GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	THE LION KING	GAME BOY	APR. '95
2	JURASSIC PARK 2	GAME BOY	DEC. '94
3	THE LION KING	SUPER NES	OCT. '94
4	ADDAMS FAMILY VALUES	SUPER NES	FEB. '95
5	TRUE LIES	SUPER NES	FEB. '95
6	JUDGE DREDD	SUPER NES	JUN. '95
7	STAR TREK: GENERATIONS	GAME BOY	NOV. '94
8	JURASSIC PARK	SUPER NES	NOV. '93
9	DISNEY'S ALADDIN	SUPER NES	NOV. '93
10	ALIEN³	SUPER NES	AUG. '94

MOST WANTED

Sheeva and Nightwolf have brawled to the top of Nintendo Power reader's wish list, but Glacius and Fulgore are hot on their heels. Do you want to be heard? Be sure to send in the Player's Poll card in this issue!

1. MORTAL KOMBAT 3 (SUPER NES AND NU 64)
2. KILLER INSTINCT (NU 64)
3. NINTENDO ULTRA 64
4. DOOM (NU 64)
5. VIRTUAL BOY
6. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST (SUPER NES)
7. CRUIS'N USA (NU 64)
8. DONKEY KONG COUNTRY (SUPER NES)
9. FINAL FANTASY III (SUPER NES)
10. SUPER GAME BOY

HALL OF FAME

Summer is a great time to look back at the first entries in three classic RPG series.

GAME	MONTHS ON THE CHARTS	HONORS
THE LEGEND OF ZELDA	76 MONTHS	The ground-breaking epic that established a genre.
FINAL FANTASY	52 MONTHS	The magic and mystery leading to the final battle with Chaos entranced a whole new legion of game players.
DRAGON WARRIOR	20 MONTHS	The first of four Dragon Warrior smash-hits for the NES.

DONKEY KONG LAND™

CRANKY KONG'S TOUGH CHALLENGE

Video game pioneer Cranky Kong is unimpressed by Donkey and Diddy's victory over King K. Rool in Donkey Kong Country. "Back in my day, we had great games on an extremely limited color palette... you guys had it easy!" Donkey and Diddy retort that they could beat K. Rool on an 8-bit system. "You're on!" laughs Cranky. Now you can recover the banana hoard in Donkey Kong Land, a Game Boy adventure that uses Advanced Computer Modeling, the same format used in Donkey Kong Country. Jump, bump, and go ape as you explore this battery backed action game!

GO BANANAS IN NEW STAGES!

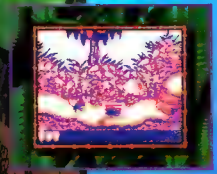
Cranky's challenge wouldn't be much fun if Donkey Kong Land's levels were just like the Super NES version, so he asked King K. Rool to help create some new material. There are thirty new innovative stages and four challenging main guardians. Most of the stages conceal a secret area or two. The save screen tracks three files of progress and the total play time. How much time will it take you to complete the game? Go for a new record!

1. GANGPLANK GALLEON

Hoist the mainsails and raise the jib! Donkey and Diddy are setting sail in new, uncharted waters! Climb the mast and keep a lookout for stuff on the poop deck!

WILD RIDES

Donkey and Diddy's old friends Rambi and Expresso are back! These
around in the wild kingdom. Wooden
tered throughout all four of the
Rambi's thick hide is perfect for breaking up the landscape. Expresso's limited flying skills bring sky high



Looks like Donkey Kong received a priority delivery. Bust open this crate and break up the Kremlings! Animal crates are better than a barrel of monkeys!

RAMBI

Rambi's back and he's on the attack! Bulldoze your way through walls and Kritters with this powerful ally. Mount up and move 'em out!

EXPRESSO

A couple tall order to get Ride on hitch of these expresso and leave Kritters in the dust. Just don't

2. KREMLANTIS

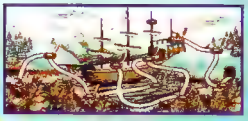
3. CHIMPANZEE CLOUDS

4. BIG APE CITY

Afraid of falling from high places? [illegible] them [illegible] Donkey Kong Loves Big Ape City! Clear away [illegible] barrels at a [illegible] site here. Use your [illegible]

WORLD 1

GANGPLANK GALLEON AHOY!

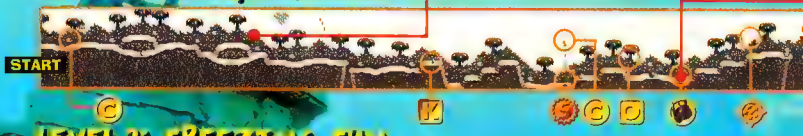


King K. Rool's ship has dropped anchor near Donkey Kong's treehouse. Journey through the jungle and mountain highlands on your way to the gruesome galleon. The following pages examine the treacherous terrain in fine detail.

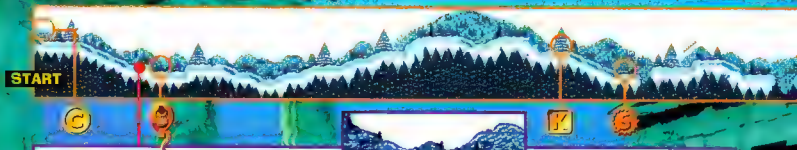
CLIMB INTO THE CANOPY

Hidden high in the jungle treetops are tons of bananas—you need to figure out how collect them! Spring off the Kremling's head and grab a handful of palm fronds. Look—a heart made out of bananas! Did Candy Kong leave this for you?

LEVEL 1: JUNGLE JAUNT

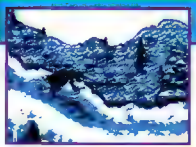


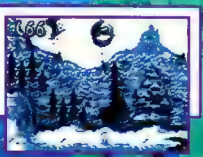
LEVEL 2: FREEZING FUN



RUN FOR THE 1-UP BALLOON

This extra life balloon always eludes your grasp—but there's a way to grab it. From the start of the level, hold down the B Button and run to the right. Jump up at the edge of the ledge. Now you can do those funny helium voices Funky Kong taught you!

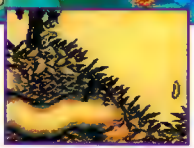




LEVEL 3: SIMIAN SWING

KREMLING BOUNCER

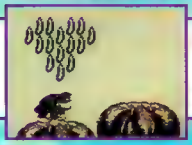
This big lug of a Kremling just stays in one place and jumps up and down. Why is he here? Jump on his head and reach for the treetops! Diddy's lightweight body makes him ideal for high bounces.



DONKEY KONG LAND

RAMBI RIDE

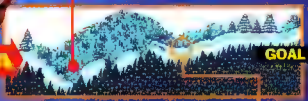
Donkey Kong might be king of the jungle, but Rambi the rhino is king of the road! Break Rambi out of the crate and run down the foolish Kremlings. Don't forget to ram walls and search for secret areas.



RETREAD REBOUND

Just a few more yards and you'll be clear of Freezing Fun! Unfortunately, you have a tough jump ahead. Bounce off the tire and hit the flying Hogwash. Rebound off the airborne pig and you're outta there!

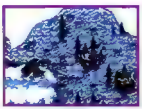
GOAL

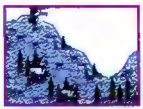


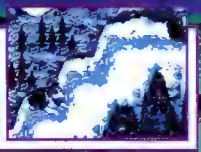
GOAL

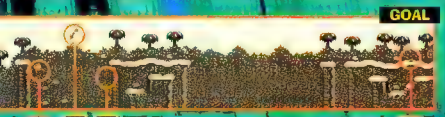
HOP, SKIP AND...

...a major jump! Two well-timed, quick bounces can clear this wide section of treacherous frozen wasteland. Jump from the ledge and onto the backs of each flying Hogwash pig. After you land, turn around, walk left down the steps and grab the letter "O."









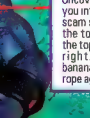
GOAL

ITEM INDEX

- = SECRET AREA
- = GOLDEN LETTERS
- = RAMBI
- = CONTINUE MEDAL
- = 1-UP BALLOON

TREETOP LEVEL

Uncovering this rising rope will lead you into a secret area, but you can scam some bananas on the way to the top! Just before Kong leaves the top of the screen, jump up to the right. Roll and load up on the bananas, then catch the end of the rope again to enter the secret area!

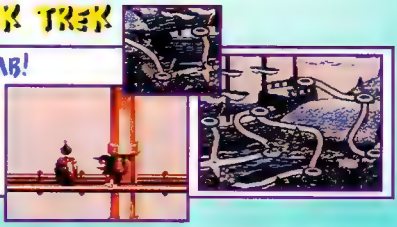


LEVEL 4: DECK TREK

GOAL

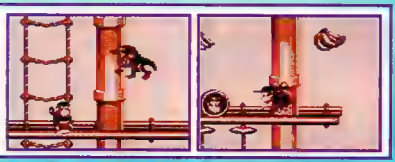
GRAB THE BOMB!

The bomb at the top of Deck Trek is the crown jewel of the level—don't forget to pick it up! You need this explosive to break up the rocks obstructing a path to new levels. If you don't have the bomb, you'll need to revisit this maze of masts all over again!



BONUS BOUNCE

Two shiny Kong Tokens and bunches of bananas rest on top of this tall yardarm. The trick is getting up to them. Jump on the head of the Kremling and bounce left. If you timed your leap properly, you'll have an easy landing. You can also drop in from above!



LEVEL 5: ROPE RAVINE

START

BARREL TOSS

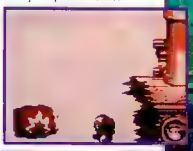
Three barrels blast you up into the air in Rope Ravine. At the height of each toss, tap right on your controller so the ape rolls toward the next barrel. Keep repeating this process until you can grab the rope.

LEVEL 6: TIRE TRAIL

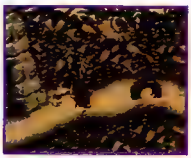
START

BIG BARREL BREAK

The beginning of Deck Trek is tough, but there's an easy way around it. From the starting point, jump left into a barrel near the bottom of the screen. Now you're on the fast track! You can even pick up an extra life!



DARING DROP-OFF



Drop down below the starting point to find a cliff ledge on the left. What's on the other side? Do you want to be TOLD every secret? What would Cranky Kong think? Get a running start and jump to find out!

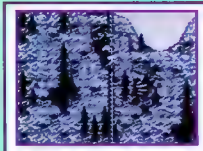
A SHORTCUT!

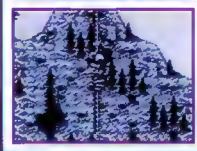
Don't become a Tire Trail retread. Take a shortcut through the mountain pass! Duck this diving Zinger and jump into the barrel below. Pick up the letter "N" as you blast through the cavern!

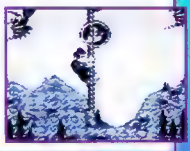
DONKEY KONG LAND

ZINGER SWARM

Looking for a challenge? You can collect two Kong Tokens if you're willing to brave a swarm of vicious Zingers. Scurry up and down the rope as it carries you to the right. The Zingers like to hover, and they don't fly very far. If you watch closely, you might see a pattern!





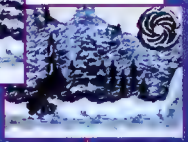


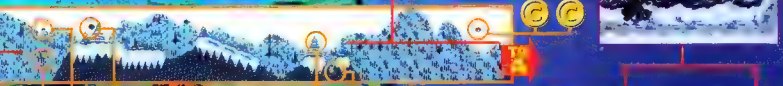
ITEM INDEX

- = SECRET AREA
- = RAMBI
- = COIN
- = COLOR ILLUSION
- = CONTINUE MEDAL
- = 1-UP BALLOON

TWO GOALS IN ONE!

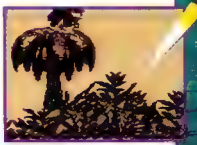
Skip past the first goal and pick up more bananas on your way to the second goal. You can't increase your game competion percentage by going through both goal portals, but you can increase this total by finding a secret barrel





SEE SHARP OR BEE FAST

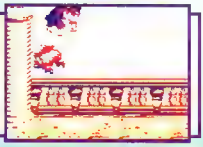
Buzzing Zingers are the last and most dangerous obstacles on the Tire Trail. Bounce off a tire and time your jump with the bee's diving pattern. Another solution might be high in the treetops!



LEVEL 7: RIGGIN' RUMBLE

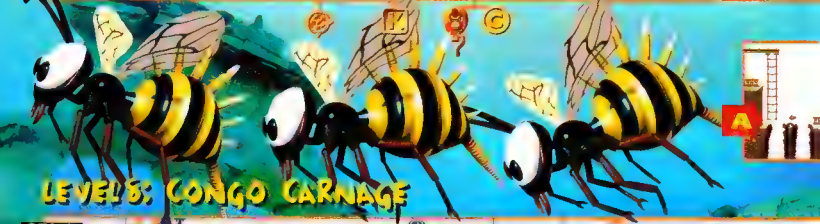
HEAD START

Save yourself time and trouble—jump on a Hogwash on the double! Get on top of the first piller in the level by bouncing left off the flying pig. There's a barrel above your head! Jump in it and spin towards the continue point!

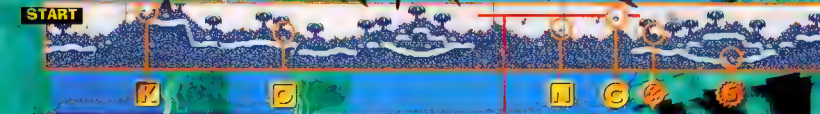


VIPERS

Riggin' Rumble is full of nasty vipers that weave their way down the rigging on top of you. You can stop these sneaky snakes by climbing to the top of the ropes. Seek refuge from the reptiles by traversing the tops of the ship's rigging where possible



LEVEL 8: CONGO CARNAGE



ZINGER PATTERN

You can't zap these buzzing bees, but there is a pattern for passing them. While riding the rope, slide down under the first bee, up above the second bee, and then down below the final insect. You did it!

LEVEL 9: ARCTIC BARREL ARSENAL

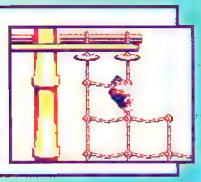
EASY WAY OUT

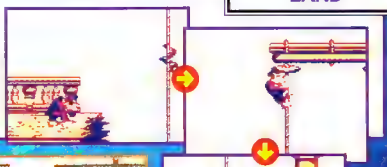
Brrrrrr! It's freezing in Arctic Barrel Arsenal! Take a shortcut to the goal and get warm fast! Walk to the right and jump off the first cliff you encounter. The goal is just below a barrel. It's time to warm up with some hot cocoa!

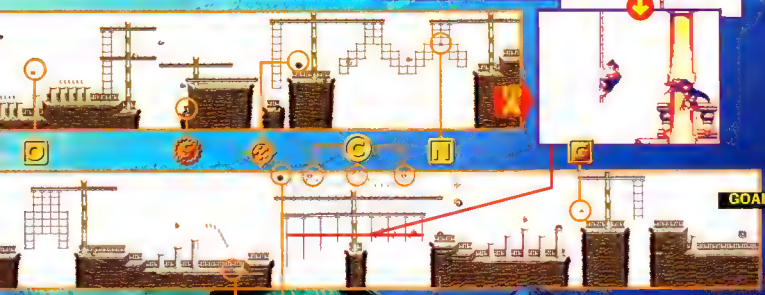
ITEM INDEX

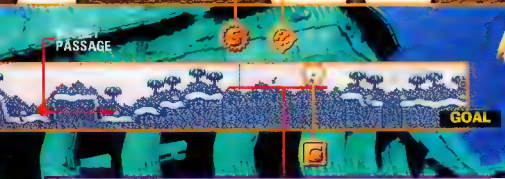
ROUGH ROPE ROUTINE

These frayed ropes are some of the last obstacles on K. Rool's Galleon. Jump on the rope just above the spiraling snake and quickly climb to the top. Stay near the top of each rope and plan each jump as you make your way right. Execute your leaps above each Zinger as it swoops downward. Pace your moves!







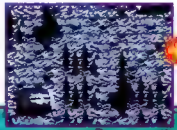


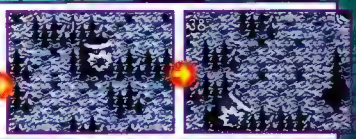
SWARM SLALOM

Another Zinger pattern! This one is pretty easy. Jump on the rope and stay in the middle, then climb down and move to the middle again! Don't forget to grab the letter "G"!

BLAST YOUR WAY INTO A SECRET AREA!

The key for finding this secret area is to aim for the lone banana! Jump through the series of barrels to the third (and last) moving barrel in the section. Shoot out of the barrel when it is all the way to the left. Aim carefully!





WORLD 2
KREMLANTIS

The ruins of legendary Kremlantis are rising from the sea! This partially submerged complex of ancient temples is teeming with hungry fish and Kremlings. Explore all of the regions and recover lost treasures!

ITEM INDEX

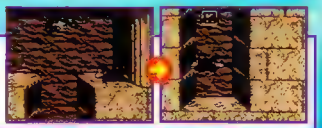
- =SECRET AREA
- =GOLDEN LETTERS
- =RAMBI
- =CONTINUE MEDAL
- =COIN
- =1-UP BALLOON

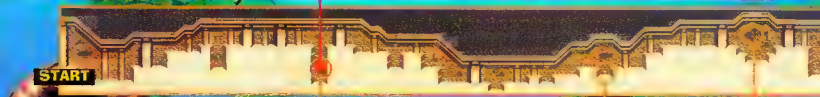
LEVEL 1: TRICKY TEMPLE

LEVEL 2: KREMLANTIS

SPECIAL K

A sea creature chases you down into the depths when you swim for the letter "K," but don't be intimidated—wait at the bottom of the pit until he slowly swims away





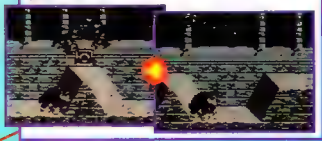
LEVEL 3: REEF RAMPAGE

UNDERSEA BENDS

These rolling radials might run you over if you get close, but you can swim next to the wall and pick up the Kong Token without taking a hit! Too bad you won't find lucky breaks like this in the advanced levels of the game.

DOUBLE YOUR DISPLEASURE

Two bouncing Knitters are ready to crush Kong! Seek refuge by jumping down into the left pit. You don't need to beat these guys. Wait for the Knitters to leave the letter "O" and grab the letter as you leap for the right pit. One more jump right and you're free!

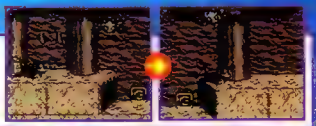


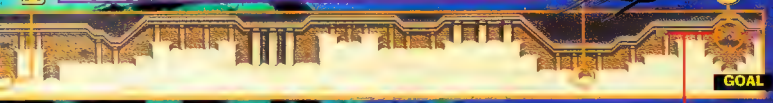
RADIAL REBOUND

This deep drop off is the pits. Eliminate the enemy and roll the tire right to the wall. Jump on the tire and spring upward onto higher ground. Remember to look for tires throughout all of the levels—you're going to need them.

DIVE DEEP

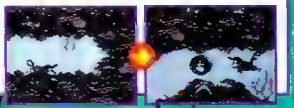
These sea creatures swim faster up than down. Swim under them after they drop. While it is possible to paddle over them, your timing must be nearly perfect





CORAL COVERED PASSAGE

The sea rarely gives up her secrets, but this one is just for you. If you swim down below the letter "N," you'll uncover a secret passage leading to coins and banana treasure. This is a great place to ditch Nemo, the sea creature, chasing Kong throughout the reef.



A PAIR OF PORTALS!

The departed denizens of Kremlantis were a paranoid bunch—they built two exits in case the palace sank. You can find the second exit and some extra bananas and Kong tokens if you swim farther to the right.

DEEP WATER DANGER AWAITS

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7

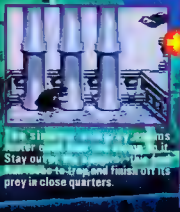
APE A

WORLD 3 MONKEY MOUNTAIN

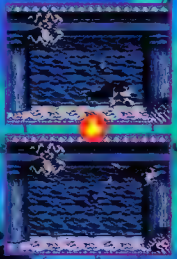
WORLD 4 BIG APE CITY

THE FOUR

WORLD 1 WILD STING FLING



WORLD 2 SEABED SHOWDOWN



NTICS & CHIMPANZEE CLOUDS

LEVEL 4

Remember to tap your jump button to control the height of your leap. Use this technique and stay cool in trouble!

LEVEL 5

Riding the wrong direction in Sky High Caper? The platform changes direction when you land. Keep hopping until you're going where you want to go—but don't fall off getting there.

LEVEL 6

LEVEL 7

Yee Haw! Grab Expresso the flying Ostrich and head for the wild blue yonder! Collapsing Clouds is full of enemies, but by flapping your wings, you can fly away from trouble.

LEVEL 4

Go Ready for explosive fun at Oil Drum Alley. Donkey and Diddy must throw a humongous assortment of barrels high over the city streets. Select your trajectory carefully!

LEVEL 5

Be suckered into grabbing the low banana bunches in Skyscraper Caper—these forbidden fruits are there to fool greedy apes. The last thing you want to do is lose your grip.

LEVEL 6

Button Barrel Blast features handy switches for locking in the angle of barrel shots. Use good marks-ape-ship to aim around enemies and obstructions. K. Rool's penthouse is in sight!

LEVEL 7

The Oil Drum Slum is King K. Rool's toxic waste dump. You need to use a series of burning oil cans as jumping platforms. Don't get a hot foot—jump on the can when the flames burn out.

BADDIES!

WORLD 3 MADMOLE HOLES

Time to stomp on this mean mole's patrol! Give this rodent a migraine by jumping on his head when he [illegible] enough time to switch sides and bounce on him from behind.

You're a hard hat zone! Jump on this mole's head when he throws his wrongear, it's easy to capitalize on his lost eyesight and sneak up behind him. Just remember, safety first!

TIPS FOR VICTORY

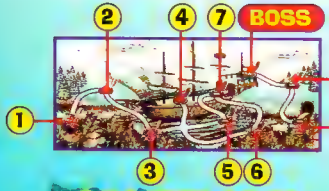
WORLD 4 K. ROOL'S KINGDOM

King K. Rool's back on the attack. If you finished Donkey Kong Country you know that you need to jump on his bald head. But there's a new move—this lousy lizard lunges at you with a bludgeoning belly flop. How do you beat that?

It's not a cannonball—it's a belly flop! Run under or jump above K. Rool's charging [illegible]

DONKEY KONG LAND S

WORLD 1



WORLD 2

GANGPLANK GALLEON AHOY!

LEVEL 1 TOTAL 2

Uncover this hole by stomping hard on the weak section of ground to the left of a DK barrel and this letter "O."

Ram your trusty steed Rambi into this wall just to the right of the letter "N." Move fast or grab the balloon.

LEVEL 2 TOTAL 1

This barrel is in plain view at the bottom of a hill to the right of the letter "E." Jump as soon watch your ape shoot off the screen. Enter the stage and jump up and right to catch two 1-Up balloons!

LEVEL 3 TOTAL 2

Discover this hidden hole by landing on weak ground after swinging across the third vine in the level.

Look for this well-hidden barrel to the left of the first cliff you encounter after passing the continue point.

LEVEL 4 TOTAL 2

Enter the barrel just right of the oval continue point in Deck Trek. This is where the letter "O" is hidden.

Jump for this barrel just below the giant in Level Four. You've practiced your ostrich flying skills, right?

LEVEL 5 TOTAL 2

You'll find this hidden barrel at the end of your rope and climb above the letter "A" immediately.

Drop into the gap just right of the letter "N." This is a favorite shortcut for apes who enjoy swimming!

LEVEL 6 TOTAL 2

Find this barrel directly beneath the beginning of Tiro Trail. You need to make a long jump to the left.

Crush four Kritters as you bounce down some long logs to the right of the letter "O." The last step is a doozy!

LEVEL 7 TOTAL 2

For goodness snakes! You can find this barrel by grabbing all the banana bunches to the right of the letter "O."

Somersault off the top of three tall pillars near the pad of Riggin' Rumble to open this sticky hatch.

LEVEL 8 TOTAL 2

If you carefully drop off the end of Conga Carnage's first rope, you'll probably land in this low lying barrel.

Kong can find this barrel if he takes the low road to the right of the Continue Point in Conga Carnage.

KREMLANTIS

LEVEL 1 TOTAL 1

Bounce on a [illegible] into the barrel at the end of the wall. Timing [illegible] is [illegible]

LEVEL 4 TOTAL 1

Use a TNT barrel to the right of the letter "K" to blast a basket of snakes on a tire. Once the basket is removed, [illegible]

LEVEL 7 TOTAL 1

Bounce off the spinning top of the swirlwind to the right of the letter "N." Swirlwind. Ahem. You won't see a barrel or anything, but keep bouncing around the bananas at the top of the screen.

SECRET AREA LIST

DONKEY KONG LAND

WORLD 3

MONKEY MOUNTAIN AND CHIMPANZEE CLOUDS

LEVEL 1 TOTAL 2

Push your tire right past the letter "O" and bounce off it in the narrow corridor. Get ready for a Rambi ride!

Ask your ure past the letter "N" toward a vertical string of bananas. There is a barrel at the top—get it!

LEVEL 5 TOTAL 1

Discover this barrel to the right of the second Continue Point in the level. Get ready to go swimming!

The best bonus is that this secret area drops you off at the third Continue Point in Sky High Caper.

LEVEL 2 TOTAL 2

As you work your way up the mountainside, look for an arc of bananas leading right. Follow the bananas!

After riding Rambi all the way to the left, look for a barrel off over your head. Jump upward into the secret area.

LEVEL 6 TOTAL 2

A long arc of bananas leads directly to this hidden hole, just before you jump on the tire to get the letter "O."

Bounce your way up to this hard-to-reach barrel before you get ready to exit the level. It's worth the effort.

LEVEL 3 TOTAL 2

Look for this hidden barrel after the first cloud bank. Watch out for the diving Zingers when you leap for it!

This secret area is near the end of Track Attack. Bounce off the back of a Hogwash and gain additional altitude.

LEVEL 7 TOTAL 2

Can't fly high enough with Expresso? Don't worry—it takes some slow, treetop flying to find this hidden barrel.

If you lose your footing near the end of the Chimpanzee Clouds level, you might find a backyard in this area.

LEVEL 4 TOTAL 2

Leap carefully off this moving platform and down between two spiky tires. You'll find this early in the level.

Slip into this crack after you get the letter "K." Just don't let the rolling spiky tire crash down on you!

Did you find ALL the secrets in each level? An exclamation point (!) appears on the map if you found everything.

WORLD 4

BIG APE CITY

LEVEL 1 TOTAL 2

Jump up to find this barrel directly over your head at the beginning of Construction Site Fight.

Look for this tough jump just before you get to the letter "G." The bonus area is even tougher!

LEVEL 4 TOTAL 2

Defeat the first Necky you see in the level and run to the right and jump. Kong's weight makes a big hole!

Bolt from this barrel after you hit the Continue Point in Fast-Barrel Blast. It's no easy getting there!

LEVEL 2 TOTAL 1

Fall into this hole after you spell out your third "KONG" bridge. The location is easy to find in the

secret area is the first real letter "K" that you need to save the game. Dodge the spiky tires!

LEVEL 5 TOTAL 1

Jump from a series of slippery poles to reach the barrel. You'll find it hiding behind a swarm of

Zingers. The letter "N" is here, but you're going to have to swim through dangerous waters to get it!

LEVEL 3 TOTAL 2

This barrel is down and to the left of the letter "O" in Balloon-Barrage. Find it at the end of the

This secret location is found early in the level. Just look for the letter "N." The hunt is worth it!

LEVEL 6 TOTAL 2

Should you aim diagonally up or try straight down? One way leads to a secret area—you make the decision!

Look for this low-level barrel shortly after the Continue Point. Most players just pass right over it!

LEVEL 7 TOTAL 2

Finding this concealed barrel requires an entirely different approach. Have you seen a spare tire around?

This flaming oil can only blocks one side of this drop off. What would happen if you jumped to the other side?

ELECTRONIC ENTERTAINMENT EXPOsed

The Place to Be

From May 11th through May 13th, the place to be for committed gamers was the Electronic Entertainment Exposition, or E³, in Los Angeles. E³ filled two gigantic halls with a jungle of video games, video game systems, live stage shows, hardware and software demos, pounding music, flashing lights, humongous signs winging overhead, bizarre costumed characters dancing in the aisles and enough hot air to float an elephant. Thirty thousand or so retailers, developers, publishers, and media mavens flocked to the expo from all over the world. Your Power team stalked the crowded booths, hunting down the vital news bytes concerning the Super NES, Game Boy, Virtual Boy and the upcoming Nintendo Ultra 64. Even at night, prowling around the edges of the concert given by Seal at the Nintendo bash, we sniffed out rumors and hints. This was The Show. We were there for the big story. What would it be? Nintendo Ultra 64? Saturn? Playstation? Virtual Boy? The answer may surprise everyone.

The Super NES Reigns Supreme

The big story at E³ wasn't what anyone expected. Far from conquering the video game world, the next generation games from Sony and Sega didn't even measure up to the quality of Nintendo's Super NES duo of *Killer Instinct* and *Donkey Kong Country 2: Diddy's Kong Quest*. Against the expensive 32-bit newcomers and their limited and mostly unfinished games, the Super NES with its strong lineup of games from Nintendo and third party licenses looked like a giant killer.

Score these for the Super NES: *Killer Instinct, Donkey Kong Country 2, Mortal Kombat 3, Doom, Earthworm Jim 2, Chrono Trigger, Secret of Evermore, Castlevania Dracula X, Tecmo Super Bowl 3—The*

Final Edition, Batman Forever, Primal Rage, Gargoyles, Judge Dredd, The 7th Saga II, Zoop, Madden '96, Phantom 2040, Ninja Gaiden Trilogy, The Mask, NBA Live '96, Urban Strike, Waterworld, Nosferatu, Revolution X, Venom—Spider-Man: Separation Anxiety, Boogerman, Spot Goes To Hollywood, EarthBound, Run&Gun, Frank Thomas "Big Hurt" Baseball, P.T.O. II, PGA Tour '96, Pocahontas... and those are just some of the upcoming games for '95. The glut of B titles that scared many publishers out of the 16-bit business last year has dwindled, leaving only the strongest companies still in the game. And the overall quality of games has never looked better. Nintendo's ACM titles, KI and DKC2, look better than anything for the 32-bit systems, but Doom and MK3 also rival the versions that are appearing on the new platforms, and Earthworm Jim 2 contains some serious special effects. The renaissance of Super NES development will result in one of the best years ever for gamers.

A one-two punch: Killer Instinct

Killer Instinct for the Super NES brings an amazingly sophisticated arcade game to the home platform and delivers a knockout. Most of the characters and moves have been retained in the Super NES KI. That is to be expected. But what blew minds at E³ was the quality of the graphics. If you thought

Donkey Kong Country was awesome last year, you'll see that Rare learned a thing or two since then. For dramatic action, total challenge and beautifully rendered, ACM graphics, nothing beats Killer Instinct.

Donkey Kong Country 2: Diddy's Kong Quest

If you want your awesome graphics in a platform game, Donkey Kong Country 2: Diddy's Kong Quest sets a new standard. As good as DKC was last year, DKC 2 beats it. Diddy's new companion, Dixie, adds a new dimension to the game play because the two characters can use each other for special moves. One of the marvels of DKC 2 is the lifelike hair, which has been rendered using a new Alias PowerAnimator™ feature that manipulates thousands of computer generated particles (or, in this case, hairs) at the same time. It's the first program ever to create natural looking hair animation for computer generated characters. But that is just one of the stunning effects Rare has used in this game, and the play surpasses that of the original DKC. To be considered second to KI would be an honor for virtually any video game in existence except Donkey Kong Country 2: Diddy's Kong Quest, which is its equal.

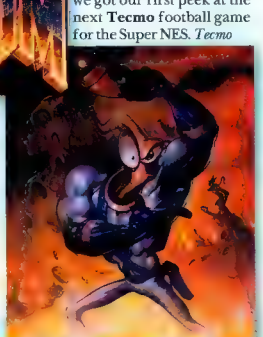
Doom's Day

Williams Entertainment showed off its own one-two punch for the Super NES. In any other year, *Mortal Kombat 3* and *Doom* would be on the top of the heap. Even with KI and DKC 2 in the running, the two Williams titles should be huge. The Super NES MK³ rivals the arcade game for quality and, at least at E³, stood toe-to-toe with the Playstation game, although neither game was finished. With all the characters and moves, plus the awesome Kombat Kode feature and Animalities, the Super NES MK3 will rock.

When you hear Doom knocking on your door, you'd better let it in. Doom for the Super NES makes use of the FX² RISC chip to recreate one of the biggest phenoms in computer gaming history. The next chapter begins on Doom Day, September 1st, when the exclusive Super NES version goes on sale. The version we saw at E³ moved with the same smooth speed made famous in the PC game, and it was just as lethal to aliens. The best news may be that Doom will have a two-player option for playing remotely on the XBAND modem. As PC Doom players already know, Doom is a game you don't want to play alone.

The best of the rest

In a closed office cut off from the bustle of the floor, we got our first peek at the next **Tecmo** football game for the Super NES. *Tecmo*

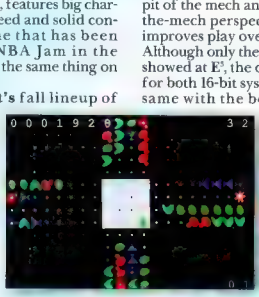


Super Bowl 3—The Final Edition lives up to its heritage. Dramatically improved graphics and all the options normally associated with a Tecmo Bowl game should put this multi-player, gridiron goodie at the top of the pile.

Earthworm Jim 2 didn't have the best parts in, according to Dave Perry, of **Shiny Entertainment**, but it still looks to be another wacked out, worm-hugging adventure with innovative stages and graphic effects.

Konami's exclusive *Castlevania Dracula X* for the Super NES will take players back to Transylvania for whip-snapping action with the Belmonts. Upgraded graphics effects including truly humongoid bosses. *Run&Gun*, Konami's arcade hoopster, features big characters, great speed and solid control. The game that has been beating out NBA Jam in the arcades may do the same thing on the Super NES.

Square Soft's fall lineup of *Chrono Trigger* and *Secret of Evermore* is the biggest Epic news of all time...so far. **Enix** only adds to the difficulty for RPG buyers by offering up *The 7th Saga 2*.

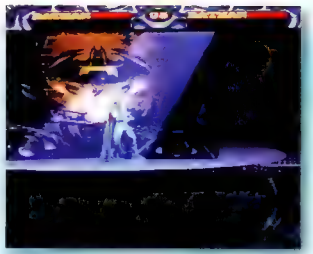


Disney fans may end up huge winners this year with **Disney Interactive's** *Pocahontas* and *Gargoyles*. Even though Disney Interactive is brand-spanking new, the animation is understandably mesmerizing in these games. A third title, *Toy Story*, may also come out this year, featuring beautifully rendered animation from **Pixar** and the voice of Tom Hanks. Two more titles will ship to Europe this fall but won't make it to America until 1996. *Pinocchio* and *Maui Mallard* both look incredible.

Acclaim's lineup should be as strong as ever once it is completed with titles such as *Batman Forever*, *Cutthroat Island*, *Revolution X*, *Frank Thomas "Big Hurt" Baseball* and *Judge Dredd*. The only finished game, Dredd, is a great play, but all of the others share its potential. We expect Batman Forever to be a block buster.

Zoop is one of those irritatingly infective puzzle games that seize control of your brain and refuse to let go. This mental wolverine will attack both the Super NES and Super Game Boy, thanks to **Viacom**. Viacom also showed *Phantom 2040*, which is a blast to play, and Congo, based on the Michael Crichton movie, which was too early in development to criticize. **Activision's** *Battletech* takes you out of the cockpit of the mech and into a behind-the-mech perspective that really improves play over *Mech Warrior*. Although only the Genesis version showed at E³, the design of games for both 16-bit systems will be the same with the better graphics appearing on the Super NES.

T•HQ is making the most of its associations with **Electronic Arts** and **Lucasarts Entertainment.** Upcoming titles like *Urban Strike* for Super NES and *Return of the Jedi* for Super Game Boy show marked improvement in quality. But *The Mask*, based on the movie hit and comic hero, may be T•HQ's biggest title of the year. Delays in development haven't effected the quality of this platform game, which features some very cool moves.



ALSO PLAYING

JVC's *Big Sky Trooper* may be one of the more unusual adventures ever to appear for the Super NES. Lucasarts pumped this sci-fi game full of humor, puzzles and easy action elements. The game play in *Mutant Chronicles* from **Playmates** couldn't be further from Big Sky Trooper. This game takes its inspiration from the Contra series of bullet-fests. **Tecmo's** *Ninja Gaiden Trilogy* combines the three NES Ninja Gaiden games in a single Super NES Pak, but don't expect anything new. Trilogy duplicates the three games faithfully, right down to the Controller layout. **Time Warner** plans to bring *Primal Rage* to both Super NES and Game Boy players while **Bandai** continues to push *Mighty Morphin Power Rangers* with two new games—one based on the movie and one taking the form of a tour-

nament fighter. **Virgin Interactive** will bring out *Spot Goes To Hollywood* and *Converse Hard Court Hoops* for the Super NES and

Aladdin for Game Boy this fall. **Interplay** has only one Super NES title, *Boogerman*, planned for 1995. But the big news is that Interplay announced the acquisition of **Shiny Entertainment,** the developers of *Earthworm Jim*. Conspicuous by its lack of titles on the list of upcoming games is **Capcom**. The Big C has called it quits on 16-bit platforms. *Breath of Fire II* and *Mega Man 7* may never see the light of day. That's too bad, but don't expect that this is the last you'll hear from Capcom. It's gearing up to produce games for the new generation of video game platforms.

Virtual boy

Virtual Boy took center stage in the Nintendo booth with big screen demos and hands-on units. Nintendo announced that Virtual Boy would go on sale August 14th at the suggested retail price of $179.95 including a pack-in game. Just which game will be packed into the system isn't known yet, but it will be *Teleroboxer*, *Galactic Pinball* or *Red Alarm*, a 3-D polygon shooter along the lines of *Star Fox*. A golf game made by T&E Soft and *Mario's Tennis* were not as finished as the first three but should follow the introduction within a month or two.

Mr. Yokoi, from Nintendo Company Ltd., the man who designed Virtual Boy, held a Virtual Classroom for 30 students from the Orville Wright Middle School in Westchester, California, during the show. Along with Allen Becker, of Reflection Technology Inc., and Jim Merrick, of NOA, Mr. Yokoi answered questions after the science students previewed the 3-D immersive system.

On the licensee front for Virtual Boy, there weren't many games being shown. **Hudson Soft** demonstrated two titles, *Panic Bomberman VB* and *Vertical Force*. Panic is a puzzle game along the lines of *Bomblis*, while Vertical Force adds 3-D depth to a vertically scrolling shooter. **Kemco's** *Virtual League Baseball* was shown

in its Japanese form. Unfortunately, the demo didn't allow players to get a hit and most people walked away thinking they'd just experienced the ultimate strikeout pitcher.

ACM for Game Boy

The biggest news for Game Boy players is *Donkey Kong Land*, the first ACM game for Game Boy and Super Game Boy. Rare performed the same magic on DKL as they did last year on Donkey Kong Country, only this time they had to reduce

the palette of millions of colors down to four instead of 256. Equally impressive is the Game Boy version of *Killer Instinct*. As one reporter said, "I wouldn't have believed it if I hadn't seen it."

Classic Game Boy

The Arcade Classic series of dual Pak Game Boy games includes *Asteroids/Missile Command*, *Defender/Joust*, *Centipede/Millipede*, and *Galaga/Galaxian*. All of these Paks reproduce the old arcade games in amazing detail, right down to the cabinet borders on the Super Game Boy enhanced mode.

Several other Game Boy titles could, also fall into the classic category including *Street Fighter II* from Nintendo and the EA Sports series being brought to us by **T•HQ.** The T•HQ lineup of Game

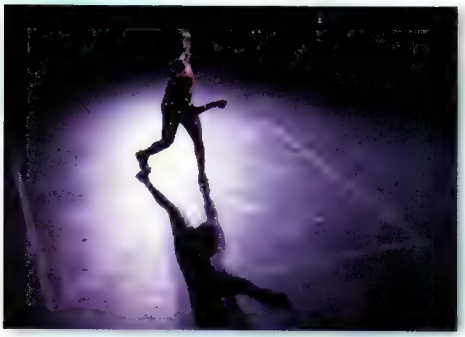
DREAM TEAM

Mindscape officially joined the Dream Team at E³ with the announcement of Monster Dunk for the Nintendo Ultra 64. The in-house development team at Mindscape has been gearing up with more Silicon Graphics Inc. workstations for this project. The concept of the game is basketball with monsters—a sort of haunted NBA Jam. Although no characters have been finalized at this point, Mindscape hopes the game will be multiplayer.

Boy titles includes *PGA Tour '96, Michael Jordan: Chaos In The Windy City, Shaq-Fu, Super Return of the Jedi, NBA Live '95, Madden '96, FIFA Soccer '96, and NHL Hockey '96.*

ACCLAIM'S MOTION CAPTURE DEMO

Anyone who plans to buy a Saturn or Playstation should have been at Acclaim's motion capture demonstration at E³. Acclaim set up its motion capture software to demonstrate how quickly it could translate animation data for each of the four top-end video game platforms, including Saturn, PCs, Playstation, and the Nintendo Ultra 64. Side-by-side, the same animated baseball player threw balls, leaped, rolled and performed on the four screens. Although this was not intended to be a contest, the difference between the NU 64 image and the others was like day and night. The NU 64 emulation was so smooth and lifelike that it looked like an actor instead of a computer generated character. The others systems just couldn't keep up. In order of blockiness, the worst was the Saturn, followed by the PC and Playstation. Even more amazing is the fact that the emulation of the NU 64 isn't as good as the real thing.



AN INTERVIEW WITH DAVE PERRY

DP On E³:

"I really liked the show. If there was one thing I would change, though, it would be to hold it later in the year—around July or August if possible. May is so early that we couldn't show the best or funniest

parts of Earthworm Jim 2, and you always hate to show games too early because people might get the wrong impression."

DP on Saturn:

"This (early launch) is hilarious. It reminds me of 3DO's launch. Actually, the people at 3DO were showing me the new stuff (M2) and I wanted to tell them to start all over. Maybe if Trip grew a beard and started a new company they could sell it, but not the way it is now."

DP Discourses on Worms:

"We didn't even get to show the best parts of Earthworm Jim 2 at the show, but you'll be absolutely amazed. We have some 3-D effects that will look even better than Donkey Kong Country. Last time (on the first Earthworm Jim) we basically did the same game for both the Super NES and Genesis. This time, I told the Super NES guy to go for it. We've been finding ways to create effects on the Super NES that no one has ever seen before. Now the Super NES Jim is really shining." And what about future worm games? "We created Jim to be a license and we've done that. The TV show is on the way, and it looks terrific. Gamers will instantly see the humor and laugh, guaranteed. But we'd like to go on with something new, something that will surprise a lot of people."

DP Is A Fan:

"I really want to do more 16-bit games. It's incredible what you can do, and we're just beginning to learn what the real limits are." We asked Dave (by way of a little shameless self-promotion) if he thought Super NES games matched up to the new 32-bit games. "Absolutely. They can look even better. In one stage of Jim 2, he rides his pocket rocket through a fantastic 3-D stage. The effects are better than on Playstation."

DP Conquers Time, Space and Dimensions:

"One of the projects we are working on now that will help with (upcoming games) is a new motion capture facility. This is a total 3-D system that measures 500 points in space for creating animations with 120 frames per second real-time in a field of view the size of a movie theater."

DP Gazes Into The Future:

"We'll be working with Interplay beginning in 1997. In the meantime, we have the Activision engine to finish. We also have another game to create for Playmates." Another Earthworm Jim? "That's up to Playmates. I definitely want to do another 16-bit game, though."

TOP 5 PREDICTIONS FROM E'

5. Sega will introduce a 64-bit system by bundling eight Master Systems together and calling the whole thing Titan.

4. Everyone at Atari will have to take mandatory math lessons.

3. Virtual Girl will debut next year with a color option. The cases will be available in yellow, green or teal.

2. Sony will try to trade Psygnosis for a box full of real lemmings.

1. Kevin Bayliss, the designer of B.Orchid at Rare, will invent the world's first anti-gravity device and win the Nobel Prize.

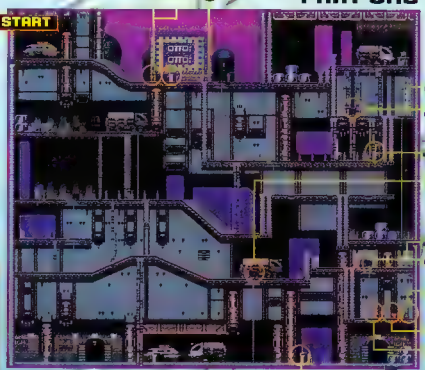
BLOCK WAR IN HEAVENLY HAVEN

A hot war has broken out amid the cold steel of Heavenly Haven. "Question authority" is the motto of a loser named Zed and the band of squatters he commands, and Judge Dredd has been called in to provide the answers. Dredd's primary objective will be to find and destroy all ammo supplies.

ARREST IS BEST

Sometimes it's best for Dredd to be judge and jury but not executioner. He gets extra credits for arresting, but not sentencing, perpetrators. What's more, arrested perps will often drop valuable Power-Ups.

PART ONE



JUSTICE IN THE NEXT MILLENNIUM

Acclaim delivers twelve stages of two-fisted excitement with this Aliens-like action game based on the hit summer movie. In 2139 A.D., Judge Dredd is the highest-ranking member of an elite force charged with controlling the thugs, rioters and escaped prisoners who threaten to overrun America. This relentless enforcer moves into nonstop action as he battles unseen forces that seek to destroy him and enslave earth!

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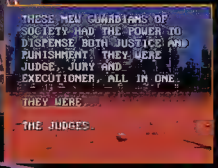
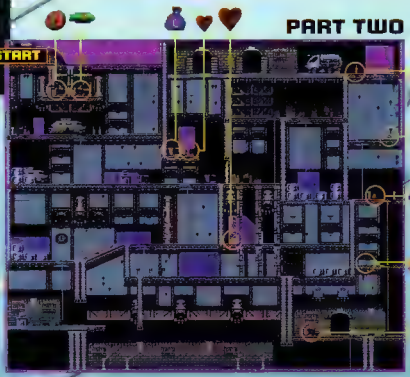

THESE MEN GUARDIANS OF SOCIETY HAD THE POWER TO DISPENSE BOTH JUSTICE AND PUNISHMENT. THEY WERE JUDGE, JURY AND EXECUTIONER, ALL IN ONE.
THEY WERE.
THE JUDGES.

ZED'S DEAD, BABY
The boss of the block was has one hot temper, tossing flames and repelling Judge Dredd with his powerful shield. Dredd can zero out Zed by taking
barrels of fox
blasting away

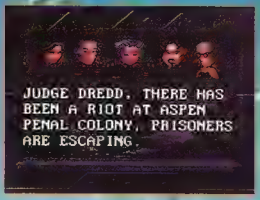
AIM FOR MORE CREDITS

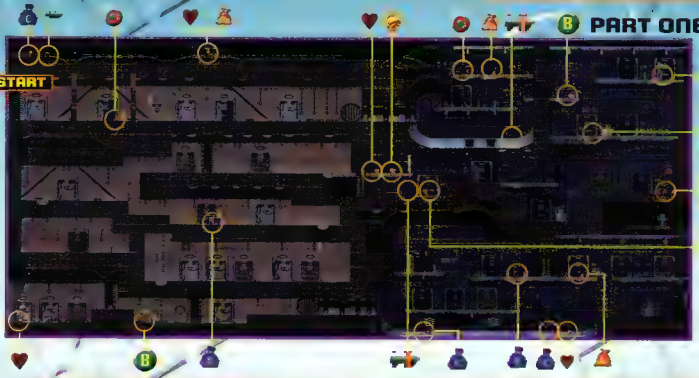
Accuracy helps Judge Dredd avoid hurting himself while blowing up the ammunition supplies crammed in to the tight corners of Heavenly Haven. A keen eye will also help him conserve his own valuable ammo and give him more credits at the end of a round.



RIOT AT ASPEN PENAL COLONY

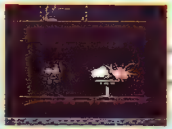
The Great Atomic War of 2070 has turned most of America into a desert wasteland called Cursed Earth. Bloodthirsty prisoners have broken out of confinement. The Council of Judges orders Judge Dredd to close all security doors and arrest or sentence all the rioters.





A BUG IN THE SYSTEM

A deadly electric door blocks the way to valuable Power-Ups. Judge Dredd will have to decommission the hidden computer that controls it. Then, the hideous Raptor will try to get Judge Dredd to trade a life for a life!



TERMINAL MAN

Judge Dredd's primary objective is to close all security doors. To do this, he will have to get to 15 computer terminals scattered throughout the Penal Colony and engage the locking procedure.

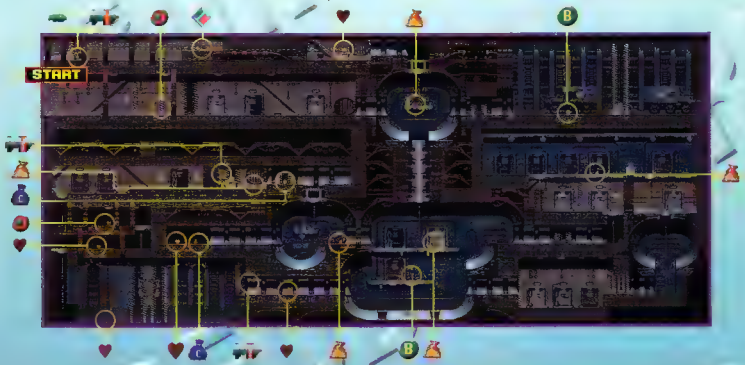
DISK LOCATED

The Aspen Penal Colony is riddled with hidden passageways that give Judge Dredd access to valuable Power-Ups. Hidden in a crawlspace in Part Three is a Password Disk that will allow you to return to this stage.

CREEP AND LEAP

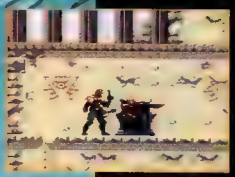
Judge Dredd will have to get on his hands and knees to snag two valuable Power-Ups in Part Two. Don't be fooled by the skinny guy in the long coat guarding this key position. He looks geeky, but wields a mean rifle. It's best to subdue him with a Ricochet Missile before arresting him.

PART THREE



FRAMED!

Judge Dredd has been framed for murder! Fortunately, retiring Judge Fargo commutes Dredd's death sentence to life without parole. On the way to Aspen Penal Colony, Dredd's shuttle is shot down over Cursed Earth. He must fight the vicious Angel Clan while searching for Judge Fargo.

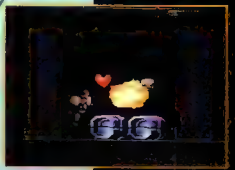


FINDING THE BOOK OF LAW

With his last breath, Judge Fargo reveals that the secret to proving Judge Dredd's innocence can be found in the Book of Law. Judge Dredd must fight on through the radiation-blasted ruins of Cursed Earth to find the volume that could prove his innocence.

BACK TO MEGA-CITY ONE

The Book of Law reveals that Judge Dredd has a genetic twin, Judge Rico, who actually committed the murder! Sinister confederates helped Rico escape the death penalty. Now Judge Dredd must return to Mega-City One to track down this shadowy group among the 400 million people who live there.



STOCK UP

Judge Dredd will need some serious firepower for the coming battles. Fortunately he knows of a cache secreted in the labyrinth of passageways beneath Mega-City One.

TO THE COUNCIL CHAMBER

Armed with the Book of Law, Judge Dredd must convince the Council of Judges that he is an innocent man. The Council Chamber is heavily protected, though, by a phalanx of automated gun cars and Judge Hunters in black uniforms. Judge Dredd will also have to find the security cards that open the series of doors leading to the chamber.

Poison Plates

Until now, you've stepped on and or pressed every pressure plate in sight and gotten only good things out of it. What will you get this time? Well, it could be freedom or poison darts to the head! Step on the right plate to open the exit door. The jump over the left plate should be no sweat, huh? Wrong! If you stand right next to a plate, you'll activate it when you jump. Stand one brick away (you can see the outlines in the floor) before you leap.

Hidden Door

Your first impulse will probably be to climb down the long shaft, but it turns out to be a dead end. Slide under the block to the right instead. You won't be able to stop yourself from flying off into space, but there is a safety device you can't see at first. There's a collapsing platform that will break your fall just enough to keep you from coming to a very messy end. This door leads you to the lower entrance to the main area of Stage 2.

More Plates

By now you're thinking to yourself, "What could be worse than poison darts to the head?" An arrow, that's what! The plate just below the entrance is booby trapped, so skip over it. The plate on the lower left opens a wall, while the plate on the right is linked to another trap. It activates a wall of spikes that will make the climb back up a bit more difficult. Where's Indiana Jones when you need him?

Monsters

Things should be smooth sailing from here to the next boss, if you're careful. The Zombies give up a Red Crystal or two when you defeat them, but they're more aggressive than they've been before. While they don't seem very threatening as they shuffle along, their hands will suddenly snap up and go for your throat! They can now deplete more of your health in a single attack, sometimes more than a whole bar, so don't take them lightly.

Movin' On

After all you've been through so far, it's good to have a breather before the next big challenge. All you have to do here is grab the crystals in the chest and exit through the upper door. Push the wall up against the right platform and climb up to the treasure chest. Next, jump down to the right, walk under the platform and push the wall back over to the left. Now you can climb up the platforms to the exit.

The Monkeys

These monkeys don't belong in a zoo, they belong in a prison! They'll move in close, one on either side of you. While you face one, the other will sucker punch you. The trick is either to get them together on one side or to get them very far apart. They share one h... with taking the top or bottom half. T... key at a time, rather than split yo...

Stage 3 On the Edge!

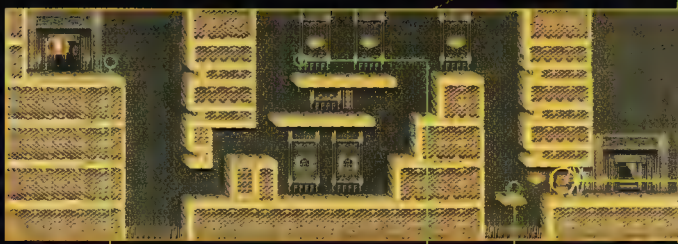
Now you've gone and done it. Your vampiric foe has taken off the kid gloves and replaced them with many sharp blades! There are flying axes, thrusting swords and pulsing walls of spikes around every corner, and you'll certainly begin to appreciate the fact that there are unlimited continues in this game.

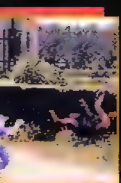
Run Everywhere

There's a new kind of Zombie in town, and he's meaner than anything you've come across so far. He's carrying what looks like somebody's leg bone, and you don't want to let him add yours to his collection! He's quick on the draw, though, and a few good whacks will shave off quite a bit of your health. You'll also encounter flying axes that look for you. They can spot you if you're standing still or walking, and they can easily mow you down. What should you do? Neither of these uglies drops a bead on you, there's not much you can do except duck. That can't hurt you if you're moving fast. But what about spikes, Rebekah's or other assorted nasties? See pink, blobby goop you'll see floating around in this stage? You can't run past without getting hurt? You'll just have to risk it!

Two chests harbor some very unhappy ghosts, and there's no way to tell which ones! (Okay, the middle one is safe.)

There's a pressure plate on the floor behind this railing. Beware! It mea to the head!





fe meter, wit
to defeat o
r efforts.

Jump! You may have noticed that you can often fall quite a long distance in this game and not get hurt. This isn't one of those times! Make a running jump (run, hold right on the Control Pad and hit B when you get to the edge) over the chasm and latch on to the ledge on the right. Slowly drop down and grab on to each ledge until you reach the main path again. Be careful not to go too fast or you may overshoot the mark!

Slow & Easy Make your form and del the right and repeat the ledge technique. When you rea that you're on a breakaway platform. Don't panic! It than most before collapsing. Make a normal jump ove sing jump will land you in a nest of swords!

his room looks mighty inviting, but don't waste our energy on it. There's nothing of value in here!

This exit is one of two that eventually leads to the end of the stage. The other is in the lower left corner of the map.

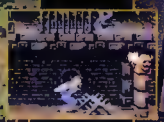
Ax Dance

Be ready to move! Stand on this platform and let the ax see you. Drop and hang on to the left ledge, but don't let go! As the ax zooms off, run to the right and hang on to the right edge of the platform. If you time things right, you can let the ax see you again, then jump to the next platform and hang down before it hits you. Repeat this pattern to make your way to the right.

hall hidden
as an arrow

Into the Darkness

You've only made it through the first half of Stage 3, and the worst is yet to come! Your adventure continues through three more stages, filled with ever more deadly mazes and traps that will challenge your mental and physical dexterity. Where is the Nosferatu in all of this? Is he afraid to fight, or is it something else? Perhaps he's watching you right now, taking your measure, preparing his strategy. Or perhaps there are other matters that require his attention...! Don't stop for anything. It's up to you to save your girlfriend and put an end to his reign of terror. Hurry! HURRY!



way to the top plat-
eat the floater. Go to
ch bottom, you'll find
will last a bit longer
r to the right. A run-

BOOGERMAN

A PICK AND FLICK ADVENTURE™

COMING

SOON TO
YOUR SUPER
NES FROM
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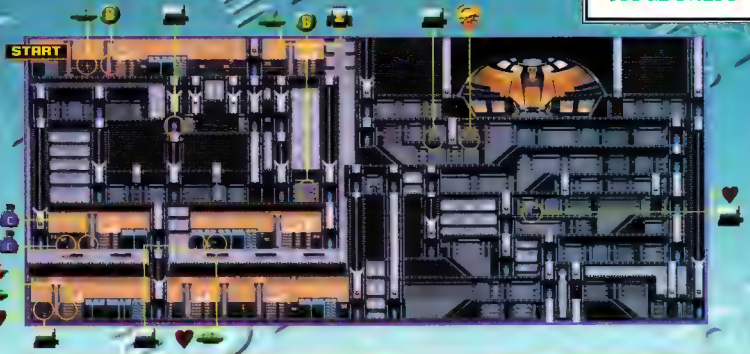
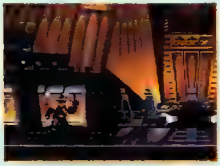
PART ONE



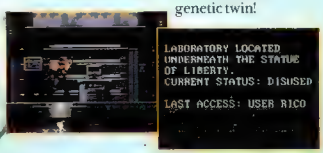
THE COUNCIL HAS BEEN CANCELED

The chamber's heavy security has proved useless against the treachery of Judge Rico, who has assassinated the entire council! Judge Dredd must now get to the Central Terminal, which can tell him the location of his evil twin. Caches of grenades on the way will help him disarm the Judge Hunters, who seem to be posted outside every elevator door!



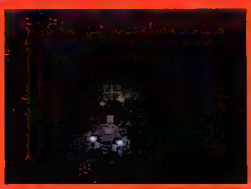
RUTHLESS RICO

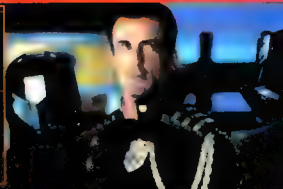
The terminal reveals that Rico has entered the Janus Lab, a cloning complex beneath the forgotten ruins of the Statute of Liberty. Judge Dredd knows that arresting him won't stop this crazed killer. He will have to sentence his own genetic twin!



THE FLIGHT OF THE LAWMASTER IV

Judge Dredd leaps aboard the prototype Lawmaster IV flying motorcycle. While his sidekick, Fergie, tries to shoot down the pursuing Judge Hunters, Judge Dredd steers and kicks any that get too close! Dredd will also don a special suit that will protect him from toxic threats.



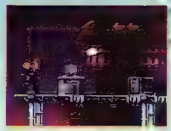


ACCESS TO THE JANUS LAB

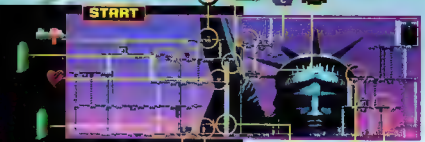
"Give me your androids, your automatons" should be the motto of the Statue of Liberty in the third millennium. There's not a living being in sight, just automated gun cars, flying devices and, deadliest of all, the outlawed Atomic Biological Chemical (ABC) Warbots! They are all part of the security system Judge Rico has set up to defend his fiendish operations in the lab below.

SCALE THE LADY

The Force Field will come in handy when Judge Dredd goes into battle with the three ABC Warbots patrolling the scaffolding that has been erected on the Statue of Liberty. There is also a good supply of High Explosives and Armor Piercers.



PART ONE



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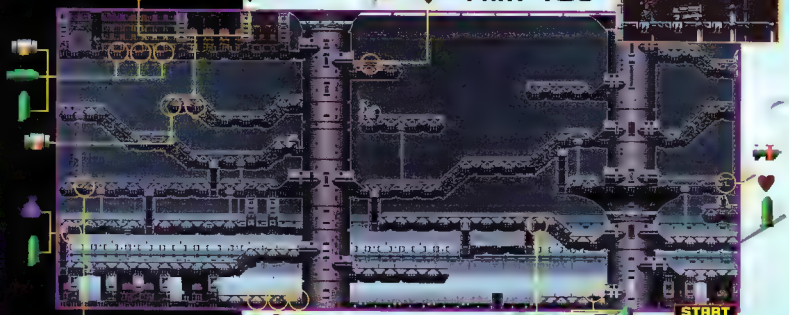
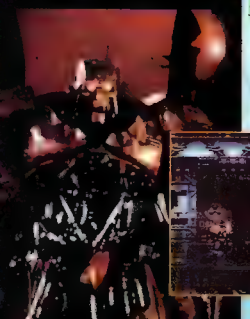
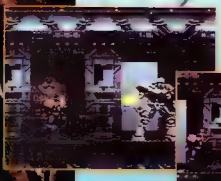


ABC WARBOTS

They're big, they throw heat-seeking missiles, and they hit like ten tons of bricks! Judge Dredd will need all his courage to fight these rampaging robots. He'll have to wait until they approach before nailing them with High Explosives.



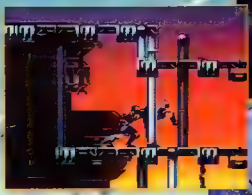


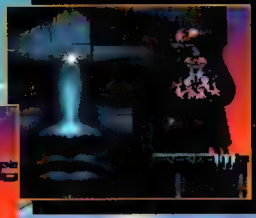
CLONING AROUND

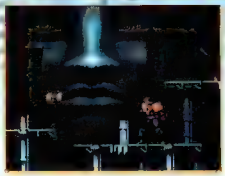
Judge Rico has prematurely hatched the clones from the Janus Lab's cloning tubes. These hideous freaks seem to have only one idea in their half-formed brains—get Judge Dredd! Dredd must first prevent all future cloning by using the lab's computer terminals to shut down the power supply. He should also destroy as many cloning tubes as possible.

IS THIS THE END OF RICO?

The genetic twins may not share the same sense of justice, but they both have formidable fighting skills. To beat his toughest opponent yet, Judge Dredd will have to snag Rico's secret weapon.

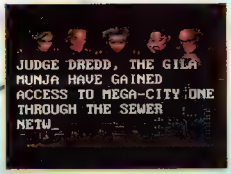






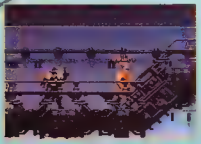
INVASION OF THE GILA MUNJA

There is no end to the scum around the Statue of Liberty. The Gila Munja, a band of mutant murderers, has gained access to Mega-City One via the sewer network beneath Janus Lab. Judge Dredd must liquidate these fiends while arresting and sentencing other troublemakers.



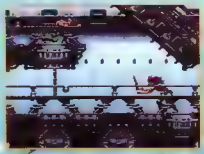
THE USUAL THUGS

Judge Dredd uses his Ricochet Missiles to make short work of the punks with the shades, but extinguishing the flamethrowers calls for more potent weaponry. There are also a lot of perps with flaming feet, a sure sign that they are Dark Judges worth lots of credits.



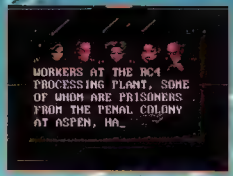
GET THE GILA MUNJA!

These bare-chested cutthroats are throwbacks to more primitive times. They prefer to fight mano-a-mano, armed with nothing more than a knife and pure guts. Hiding in dark corners and swimming in sewer water, they'll spring out when least expected. Fortunately, Judge Dredd is too much the professional to bother with such wildman tactics. Instead, he keeps his distance and blows them away with any explosive missile.



RC4 HOSTAGES

How 'bout a nice dip in a vat of toxic chemicals? At the plant processing Radical Carbon 4, workers, some of whom are prisoners from the Aspen Penal Colony, have rioted and seized hostages. Judge Dredd would like to free as many hostages as possible, but his first task is to search out and destroy all RC4 canisters before Mega-City One is contaminated.



DARK JUDGES

Disguising themselves as run-of-the-mill perps, Dark Judges always give themselves away with their flaming feet. The spirit of a Dark Judge quickly flees the body of a sentenced perp. Judge Dredd has only a few seconds to capture the spirit with a Boing Bubble!

FREEING HOSTAGES

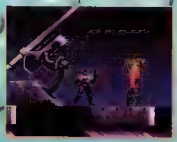
Judge Dredd will have to do a lot of hand-over-hand climbing while hanging from ceilings if he wants to avoid an RC4 bath. Even his new high-protection body suit won't protect him from that toxic stuff. To make matters worse, rioters are lying in ambush behind heavy machinery and near the hostages. As always, Judge Dredd has a limitless supply of flying devices to whisk off both freed hostages and arrested perps.

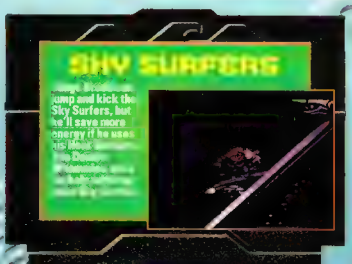
RIOT IN THE CITY TOWERS

Because perps never take a break, neither does Judge Dredd. He must now ascend to the tops of the city towers to put down another disturbance, this time led by a gnarly group of Sky Surfers. Dredd is to show no mercy. His orders are to sentence the hard-core rioters.

RESTORE ORDER

Arrested perps throw up their hands while a "Guilty" sign flashes over their heads. Judge Dredd has only a few seconds to perform the arrest before the perp goes back to his usual thuggery.



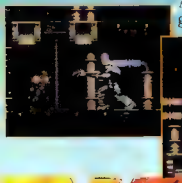


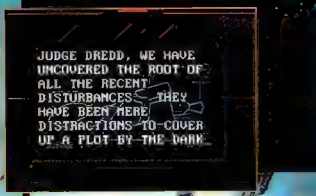
SECURE JUSTICE ONE

The Dark Judges have carefully planned all the recent riots, rebellions and assassinations to divert attention from their real goal—seizing the Inter-Dimensional Jump Device, which will allow them to travel freely between earth and the Dead World! Judge Dredd must go to the Justice One space ship to prevent the theft of the device.

DISHING OUT JUSTICE

Judge Dredd's task is to activate the ship's security systems to prevent access to the Inter-Dimensional Jump Device. It won't be easy, though. A bevy of perps and deadly Warbots have gained access to Justice One and are wreaking havoc. The narrow passageways mean that Judge Dredd can't evade the lawbreakers. He'll have to fight each of them—sometimes more than one at a time!



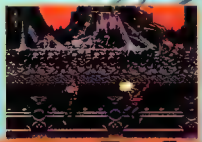

JUDGE DREDD
JUDGE DREDD, WE HAVE UNCOVERED THE ROOT OF ALL THE RECENT DISTURBANCES — THEY HAVE BEEN MERE DISTRACTIONS TO COVER UP A PLOT BY THE DARK

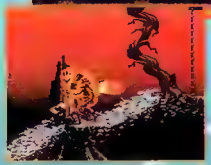
SUDDEN DEATH IN DEAD WORLD

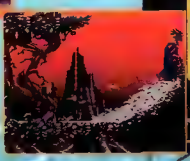
The Inter-Dimensional Jump Device is a fake! Judge Death, the leader of the Dark Judges, has commandeered the real one and fled through the Warp Field to the Dead World. Judge Dredd must pursue him and free earth forever from the Dark Judges.

A FIGHT TO THE DEATH

Nothing Judge Dredd has seen has prepared him for the infernal challenge of the Dead World. The way to Judge Death is guarded by lava lakes, ghastly ghosts and three especially terrifying Dark Judges: Judge Fear, Judge Mortis and Judge Fire! Judge Dredd must dispatch and sentence these Dark Judges with High Explosives and Boing Bubbles or they will return from the dead again and again.







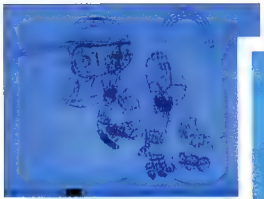
UNDER THE SKIN OF ACM

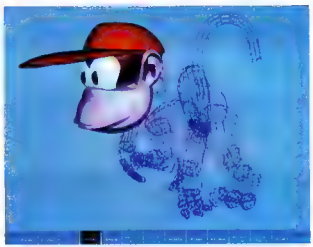
The incredible 3-D graphics created by Rare for Donkey Kong Country stunned the world last year, but that was just the beginning. This year, two new Nintendo games will surpass DKC in special graphics effects—Killer Instinct and Donkey Kong Country 2: Diddy's Kong Quest. The techniques used to create the amazing effects are called Advanced Computer Modeling or ACM. These games may look like magic on the tube, but behind the screen you'll find some visionary programmers and the most advanced game development studio in the world.

DEFINING ADVANCED COMPUTER MODELING (ACM)

We went straight to the source for the background on ACM—to Rare Ltd. in Twycross, England, and Tim Stamper, Managing Director of Rare and the leading light behind the development of Donkey Kong Country and Killer Instinct. Tim defines Advanced Computer Modeling as the use of 3-D graphics for every element in a game. ACM may be summed up in a short sentence, but the process of developing games using ACM didn't just fall out of a tree.

Tim, his brother Chris, and the team members at Rare began experimenting with new graphics techniques about four years ago. Many people wondered at the time what Rare was up to. One of the most prolific developers for the NES had suddenly become very quiet. In a period of two years, their only notable Super NES product was Battletoads In Battlemaniacs. Tim admits now that he was looking beyond 16-bit platforms. He wanted Rare to lead the way toward more advanced games. At the time, no one thought that a 16-bit machine could deliver the sort of





Under the skin, all ACM characters are created equally with wireframe skeletons. Texture maps are rendered onto the wireframes for the final appearance.

performance required by advanced 3-D graphics.

The Rare team began studying 3-D visualization tools for Apple Macintosh computers about four years ago. Many of the graphics packages gave good results, but nothing as spectacular as what Rare had in mind. According to Tim, "It wasn't until we got our first Silicon Graphics workstation with Alias software that we fully realized what could be created with this type of computer power. We then began transferring some of our early 3-D images into the products, although at this stage you would only see the odd graphic that was rendered as opposed to DKC and KI where everything in there has been rendered. It took about another year's research and development before we were able to squeeze all of the memory-intensive 3-D rendered visuals into one product—Donkey Kong Country."

The conceptual breakthrough came in two areas. First, Rare saw that it was possible to create a fully rendered game instead of just using a few 3-D objects. The programmers later realized that the fully rendered Silicon Graphics images still looked great on lesser computer systems and even on mass market video game systems like the Super NES. (As you can see in this issue's Donkey Kong Land review, the ACM technique can be used effectively even for Game Boy graphics.) In fact, the Super NES has enough power and special effects capabilities that it has proven to be an excellent platform for Rare's advanced game environments.

WIRED

The ACM technique begins with artists modeling game elements on Silicon Graphics hardware using 3-D software such as Alias' Power Animator™. The photo-realistic elements include characters, backgrounds, objects, literally everything you see in the game world. This differs from traditional game graphics in which most elements appear as 2-D paint or digitized images.

At Rare, an artist first creates a sketch of a character on paper. Once the artist and game designer agree on the appearance, it goes to the 3-D artist who creates a wireframe model of the character. Generally they use an Indigo 2 workstation at this point. Although the Indigo series is at the lower end of the Silicon Graphics Inc. family of computers, it is still more powerful than all but the most powerful PCs and Macs. The wireframe model can be moved or have parts repositioned to create initial frames of animation, as well. The next step is to send the wireframe images or series of animation files to more powerful computers such as the Challenge XL or Challenge L where the images are rendered with realistic looking textures and light sources into a final, apparently solid 3-D image.

Tim Stamper has a lot to smile about. His vision of what video games could become has paid off with the biggest Super NES hit of all time...that is until DKC2 and KI hit the streets this year.

A programmer's best friend is...his SGI. What else?

Not only do ACM games look great, they sound great, too. The Killer Instinct CD that will be packaged with the first two million Game Paks was recorded at Air Studios.

Rare's designers painstakingly lay out each area with extensive notes describing the action at every step.

Rare's custom map editors allow designers to see what their games look like on the Super NES while still in development.

RENDERED GRAPHICS 101

If you've been reading 'Power over the last year, you've heard us talk a lot about fully rendered computer games. So what does "rendered" mean? It basically means that the computer builds or renders the final image from pieces specified by the artist. Beginning with a wireframe, the artist will specify a texture that overlays the skeleton of wire. Think of this as the skin. The surface may be as simple as a smooth single-color texture map or as complex as the fine hair on Diddy Kong in DKC2. (In fact, Diddy's hair is much more involved than you might imagine. The movement of individual hairs is calculated by a function of PowerAnimator that mimics what happens when a force like moving air acts on particles.)

Next, the artist may want to create a light source that shines on the object, or many light sources, or shadows. One technique for creating these lighting effects is called ray-tracing. The computer traces a line from an object to a specified light source, altering the textured surfaces it encounters along the way so that they are properly lighted or shadowed. Take a look at this month's 'Power cover. The fully rendered scene includes objects and backgrounds, special effects like the reflecting bubbles and shadows that look as if the light is filtering through water. Animated sequences can also be rendered frame by frame. The complexity of this rendering task requires that you use very sophisticated and very fast computers like those in the Challenge family from Silicon Graphics Inc. A series of frames that might take 25 minutes to render on an Indigo 2 workstation would take only five minutes on the Challenge XL.

DIGITAL DANCING

The illusion of 3-D that you see with ACM characters is only complete once they are animated, because that's when you see them from different angles, just as you would see a real person moving and turning in front of you. Rare has used two methods to create ani-

mation for its ACM games. For DKC, the process began with a trip to the zoo where the game designers and artists studied the movements of gorillas, rhinos, ostriches and so forth. Back at the studio, they recreated what they had seen using the wireframe models. (One wonders where they found a model for the flying pigs that appear in DKL.)

The animation frames are created by moving the limbs of the wireframe model to certain key points in relation to a particular activity. If you want to create frames of animation showing Diddy walking, you can move the key point from a backward to a forward position. The computer then figures out all the frames between the key points to create the smooth motion of Diddy's leg in motion. Of course, most animations in Rare's ACM games contain more than just the basics. As Diddy walks, every part of him seems to be moving—eyebrows lifting, tail bobbing, arms swinging. Once the motion has been set, the artist lets the computer take over and render the frames. At this level of animation, there will be more frames than can be squeezed into the memory of a Super NES Game Pak. According to Tim Stamper, reducing the number of animation frames so they don't eat up too much game memory, while maintaining the smooth motion, has been the most difficult part of creating Super NES ACM games like DKC2 and KI.

The second method for creating lifelike animation, and the method that was used to create Killer Instinct, is a more sophisticated technique called motion capture. This involves dressing an actor in a special suit that contains sensors that link to an SGI workstation. The wireframe model is loaded into the computer and whatever physical activity is performed by the actor in the suit is then mimicked by the wireframe. In this way, you can recreate completely realistic movements.

THE CRAYON BOX

Another challenge for Rare comes from the difference in color palettes between an SGI computer and the Super NES. The original 24-bit SGI image with up to 16.8 million colors must be reduced to 256 colors for the Super NES. Although that may seem like a mind-boggling task, keep in mind that most images don't use anywhere near 16 million colors and most of the color differences are minor shading variations. Rare developed a proprietary method that reduces many colors into a relatively few. The trick is to maintain key colors with enough subtlety to emphasize shadow and lighting effects, which in turn helps to create the illusion of 3-D.

WHAT'S NEXT

We asked Tim Stamper about the future of ACM games on the Super NES. "I think the only thing preventing us from making further advances on ACM games will be the size of the Game Paks and the memory available to us," Tim commented. "On the other hand, there will always be superior methods of compression that will come along to supercede current software. This will allow us to squeeze even better visuals, audio and game play onto a SNES game. Killer Instinct on the Super NES is a great example of this."

A STEP BEYOND

All of the techniques described here are not just being used for Super NES games. ACM is the backbone of Nintendo Ultra 64 development, as well, but on an even more impressive scale. Tim Stamper sees the NU 64 representing the future of video games. In fact, all of the special editing tools that were developed for creating 16-bit ACM games have been enhanced for the NU 64. "We think it is going to be the world's number one home video game system," he says. If that proves to be true, then Rare and its eye-popping ACM games will be a big part of the reason. In the end, it isn't how great the hardware is, but how great the games look and play.

Diddy, Dixie and Spinal all began as 3-D wireframe images. Spinal's animation frames are based on real human motion while the others just ape reality.

THE FIGHT IS ON

Atlus Software presents Power Instinct, a tournament fighting game that will give fighting game fans a few good rounds of fun. On the surface, it appears to be a typical fighting game, but players who give it a try will be pleasantly surprised by the game's complexity and strong play control. While the graphics are not spectacular, the character animation is good and it reacts quickly to the player's commands. All eight characters are well balanced with a variety of special moves, allowing advanced players to piece together decent combinations.

GAME MODES

Unlike other fighting games, Power Instinct offers players two different practice modes to hone their skills. There are also three different fight modes that allow for a wide range of fighting challenge.

Players who want to test a new move can spar against a computer player. The computer player is stationary in Practice Mode 1, and moves in Practice Mode 2. In either mode, you can practice for as long as you want without fear of losing.

WHO'S WHO

All of the characters in Power Instinct are strong fighters, but all of them have different strengths and weaknesses that affect their performances. Players should find a combatant that fits their style before heading into battle.

Annie

Annie has a wide range of missile attacks that make her an effective fighter from a distance. She is a good fighter to use for players who prefer a hit-and-run style of fighting. She is a strong and fast fighter.

Buffalo

Buffalo isn't the fastest fighter around, but his powerful attacks more than make up for his lack of speed. Players who like to keep on the offensive will enjoy great success when they use Buffalo, especially if they use his Rush Power Punch to run into battle.

Keith

Keith is a well-balanced fighter, but many of his special attacks give him a speed advantage over most of the other fighters. Players who master his moves can beat anyone.

Reiji

Reiji is a good balance between speed and power. He is a good character for beginning players to use until they are familiar with the play control of the game.

Otane

Otane is the most unusual of all of the fighters. She first appears as an old woman, but she can change into a young girl by drawing energy out of her opponent during the battle.

Saizo

Saizo is a powerful ninja whose fighting style is filled with dirty tricks. Mastering Saizo's special attacks is the key to successfully using him in battle. Players who like this fighter will need to practice if they want to win.

Angela

Angela is by far the largest of the fighters. She uses her size to her advantage, causing incredible damage to her opponents. While Angela has several good moves, her close attacks do the most damage.

Thin Nen

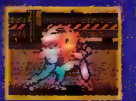
Thin Nen's special moves are very difficult to master, but once players know how to use him, they are very tough to beat. Players can drain their opponent in seconds flat by using the Power Kick.

POWER-UP

BEST OF THE BEST

Players who are just learning to play Power Instinct should choose well balanced characters to use until they've mastered the game. Keith is a good choice because he is fast and strong. His moves are easy to master.

POWER PUNCH



Press Away, Down/Away, Down, Down/Toward, Toward and Y.

POWER KICK

Press Away, Down/Away, Down, Down/Toward, Toward and A.

SUPER KICK

Press Toward, Down/Toward, Down then A or B.

Nosferatu

If the summer heat is getting you down, this just might be the Pak to send a chilling shiver up your spine! Seta has combined detailed graphics, smooth animation and a "fun" horror setting into one very slick package.

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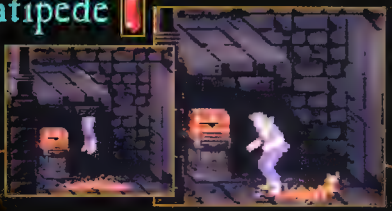
Stage 1 Creeping and Crawling

The first part of Stage 1 gives you a chance to hone your basic play control skills. You find out about pushing walls, climbing up and down platforms, going through doors, opening chests, grabbing items and fighting, all in one short practice session. There are no weapons, but your fists will be up to the task. The blue creatures won't attack you in this area, so you can get a feel for spacing and timing during battles without worrying about getting pummeled. Avoid the temptation to breeze through this area. Things will get tougher before you know it, so take the time to practice.

The Centipede

This chest looks ripe for the picking, but you'd better not pluck it before you scope out the situation. The centipede that guards this treasure has a nasty bite that could end your quest really fast! Hang from the left platform until he's right under you or on his way off to the right. As long as you're on top of the centipede, he can't move or attack, even if you walk around. Open the chest and grab the treasure by standing in front of it and pushing Up on the Control Pad.

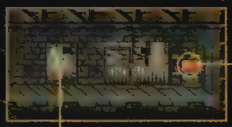


TM

Dark Deeds

NOSFERATU

Like Prince of Persia, Blackthorne and other "maze crawler" adventure titles, Nosferatu features lots of climbing, jumping and intricate puzzle solving. The dramatic opening sequence introduces the nameless young hero, who is on a quest to save his girlfriend from the undead inhabitants of the local castle. Though the premise is simple and familiar, the game as a whole is executed very well, with a gloomy color palette, good detailing on the characters and backgrounds, and a selection of creepy sound effects and music. The main character seems to walk slowly, but the figure and cinema scene animation is fluid and realistic. Check out the hero when he accidentally knocks his head against a wall! Play control may take some getting used to, especially with its relatively narrow hit detection zone. You also have to press the attack button once to get ready to throw your first punch, but these quirks can be overcome with a bit of practice. Though there are lots of minor and major enemies lurking all about, the puzzles are the greater challenge. They take a quick head and quick hands to overcome, and you must complete each stage before the timer runs out. There are three difficulty levels (more or less time on the clock) and unlimited continues, so novices and experienced gamers alike can enjoy this horrific adventure!



The Goods

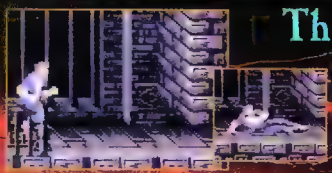
You'll find three types of crystals in treasure chests throughout the game. The Red Crystals increase physical strength, the Blue increase the capacity (length) of your health meter and the Green restore health. You'll also find Hourglasses, which give you a little more time on the clock. If you perish, your strength reverts to zero, but your health meter capacity remains the same.

End

The Zombie

Go past the exit and enter this room to get three bonus items. (Remember to press Up more than once to see if a chest contains more than one item.) The blue creatures in the hall won't attack, but the Zombie definitely will! An attack by any minor enemy will drain half of one health bar crystal. You can't defeat the Zombie permanently, but hitting him repeatedly will make him melt away for a short period of time.

Stage 1 More Creeping



The Slide

The slide move is the key to getting past a lot of the obstacles and puzzles in this game. First you tap twice and hold the Control Pad in the direction you want to run, then press Down and Y at the same time. A slide normally won't get you very far. If you're sliding under a stone block, however, you'll [illegible] about getting stuck.

Frank Baron von Frankenstein must have mass produced his monster, because this is only the first one you'll encounter! Frank walks back and forth in a set pattern. He won't damage you, but he'll steal Red Crystals. Stand just at the point where he turns and wait patiently. If he walks away, don't chase him. He can run right over you, even between attacks, so wait until he comes back.

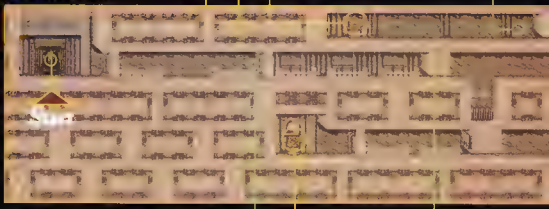
Step on the pressure plate to open the door, get the Red Crystal from the chest, take the stairs, slide under a blue monster for another Red Crystal.

Stage 2 No Mercy!

You've made it past the outer walls of the castle, and here's where the tricks and traps really start to test your mettle. There are two exits from this area—which one will you take?

Wait until Frank moves left, then slide under. Stand right next to the wall to keep Frank from scoring a Red Crystal!

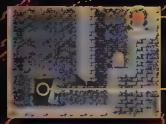
The Bipeds

The blue monsters think you're good enough to eat! They'll now jump at you from a short distance away and latch onto your head, taking a chunk off your health in the process. A running attack (run, then hit Y when you're close to the target) is a good way to take them by surprise.

Beholder The Beholder is a fearsome foe, a floating eye with the power to steal a Red Crystal. Like Frank, he moves only within a given area, so use the same tactic of standing at the point he turns around, then attacking.

Slide Your slide will carry you to the edge of a pit lined with deadly spikes. If you take your thumb off the Control Pad, you'll teeter on the edge, but you won't fall in. Jump across. If you don't clear the pit, use the Control Pad to grab on to the ledge and climb up.

The Wall

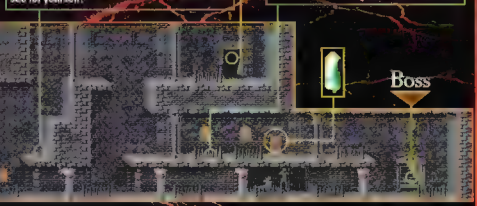
Other things you'll find throughout the game are false, or moveable, walls. Though there's always a chance that moving them will backfire, doing so usually helps you progress or obtain items, as it does here. Even if you get yourself trapped and the timer runs out, you can start over from the beginning of a stage. Your strength will be back at zero, but at least you'll know what not to try the next time around!



Be sure to step on this plate and take the upper path to the bonus room before exiting the stage. What will happen if you don't? Go ahead and see for yourself!

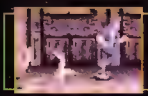
The Hand

These little nuisances will pop out of the floor without warning, trip you up and pick a Red Crystal right out of your pocket. They're indestructible, so don't even try to fight... besides, they outnumber you!



The Werewolf

He doesn't look very human in the first place, and he only gets worse as time goes on! The first major enemy is an ugly hunchback that hits you coming and going with a mean boomerang [illegible]. This is bad enough, but then he transforms into a slathering [illegible] wolf! Not only does he get [illegible] he'll grab you by the neck and throw you to the ground before you can hit him even! Try to [illegible] as many hits as possible before he transforms. The moon [illegible] the battle, and if you fail, the werewolf [illegible]



Plate

This pressure plate opens the gate to the upper exit. Just stand next to the plate and push against it using the Control Pad.

The Hand

Here are more pairs of hands that are anything but helpful! You can't destroy them, so if you lose Red Crystals to them, you'll have to find replacements somewhere else. You can't avoid them this time because there's no alternate route. Jumping isn't an effective tactic, but you might try running down the corridor. Chances are good that they won't be able to grab you if you're moving fast enough.

Beholder

The best attack position is just to the right of the pillar. The Beholder is very quick and maneuverable, so you shouldn't chase him. Let him come to you, then let him have it!

Wall

Move this wall to reach the lower exit. Be careful not to trigger the nearby pressure plate—it will activate a wall of spikes!

The Hand

These deadly digits will make sure that your adventure is anything but a walk in the park!

Stage 2 No More Mercy!

Oh Mummy

This path is only for the strong! The Mummy acts just like Frank, but he's much more powerful. If you're weak, he'll walk through your punches and take your Red Crystals and some of your health. Stand on the left side of the door and swing like crazy!

Zombie

These Zombies drool and drip like all the other Zombies you've seen around, but they hold special bonuses. These guys won't regenerate, and they'll drop Red Crystals when they disintegrate. If your strength is maxed out, a Red Crystal will fill up half of a health bar, just like a Green Crystal does!

Push'n

It's hard to tell just what they are, but these fellas really love to hang out at windows. You can time your jumps to avoid them. Otherwise, you'll be seeing the bottom of a pit up close and personal!

Walls

You may think that pushing this pressure plate activates a trap, but it's actually the only way to reach the upper exit. You'll have to make your way down and around through the center of the maze again, but then you'll be able to climb over the moveable wall and go out through the upper door.

Frank

As you make your way to an exit, will you face Frank or brave the collapsing platforms in the path below? Either way, you're in for a world of hurt!

Beholder

This hallway is especially long, so you might not see the Beholder when you first drop down. Wait just behind this pillar for him.

Wall

This fake wall is easy to miss if you're just running past. Push the wall all the way over to the right to activate the hidden pressure plate that opens the exit.

EPIC CENTER

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EPICS FROM ENIX

Enix had a lot to report over the past few weeks. First off, in our monthly Dragon Quest VI Watch segment, apparently the game is actually finished. Well, sort of. According to Enix, although the game itself is complete, the story line is only half finished. Although this may seem like a paradox, it really isn't. The basic story was established long ago, allowing for the creation of the DQVI world, but it seems as if the history of individual characters has been left partially in limbo. Writing the history is underway now in Japan. The unveiling of the biggest, best and only Dragon Quest game for the Super NES will take place in Japan at Shoshinkai this November, over a year and a half after its expected release. If it makes you feel any better, the game should be comparable to Chrono Trigger in quality and depth. As for the American release of the game, Enix America Corp. estimates about six months between the Japanese and North American debuts. Our math puts that at, roughly, one year away. Ouch!

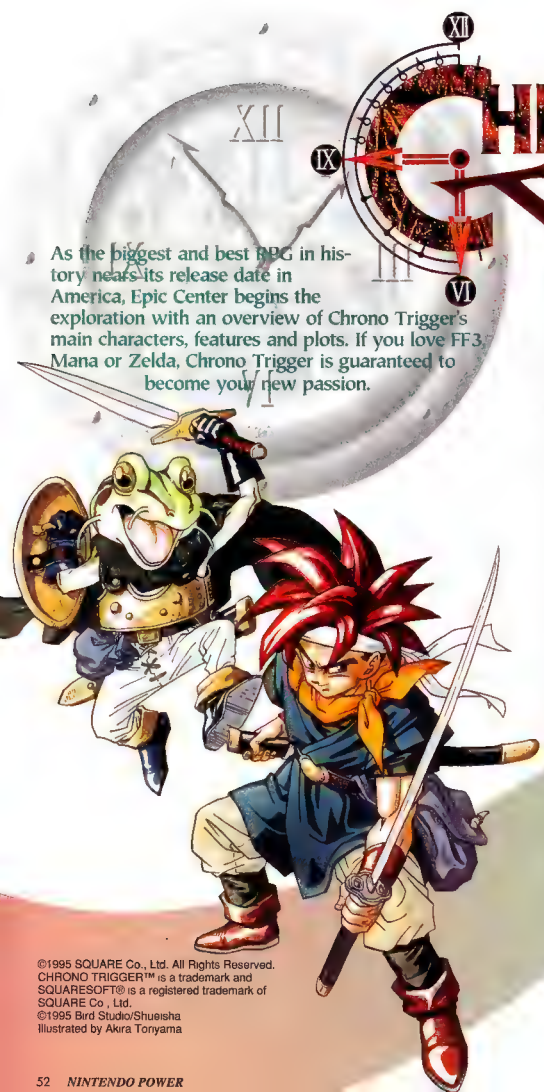
In the meantime, Enix has The 7th Saga II, a 32-megabit RPG that may well keep you busy until Dragon Quest VI comes out. If you played The 7th Saga, you're already familiar with some of the unique features of the series, including the monster radar. The sequel goes way beyond that with new battle views that incorporate lots of animation. According to the type of attack you make, the animation of the characters in your party varies dramatically so that physical attacks really look physical while magic spells behave magically. The game is divided into eight main worlds, but you'll find worlds-within-worlds throughout the game, so it seems to expand inwardly and outwardly. Your party consists of eight characters, up to three of which can travel with you at a time. The game also features puzzles like those in BrainLord where you must "solve" a room before moving forward. The original 7th Saga was a solid RPG with a little bit of innovation, but this new 7th Saga looks like a bonafide winner.

Enix also has been working with Quintet on a top secret project for some time. Previously, all we knew was that the Quintet team included designers who also worked on Illusion of Gaia, ActRaiser and Soul Blazer. Now we know that the game is called Genesis—not our first choice, but calling a game "Super NES" would be a bit much. We've also learned that the game uses SGI-rendered backgrounds and special scrolling effects to give the illusion of traveling over vast distances. The story is said to concern the taking of ten towers, five underground and five above ground. Although the game is supposed to be an adventure along the lines of Gaia, it should be even more expansive.

Finally, we have two further quick notes from Enix. First, a sequel to Ogre Battle is in the works. Tactics Ogre is said to be head and shoulders above the original game, which is hard to believe since the original is so good. Don't expect Tactics Ogre soon, however. Rumor has it that one of the lead programmers at Quest has left the project and that there is no current replacement. The second tidbit we learned is about a game called Dark Half. You control both good and evil characters, but the trick is using them at the right time—in the daylight or at night. There's a slight chance that Dark Half could be released this year. Now that's enough good news to last at least a month.

CHRONO TRIGGER

As the biggest and best RPG in history nears its release date in America, Epic Center begins the exploration with an overview of Chrono Trigger's main characters, features and plots. If you love FF3, Mana or Zelda, Chrono Trigger is guaranteed to become your new passion.



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Illustrated by Akira Toriyama

AN ADVENTURE IN TIME

Square Soft's upcoming RPG, Chrono Trigger, is destined to be its biggest game ever. This massive 32-megabit game has all the elements that attracted hundreds of thousands of players to the Final Fantasy series, but it improves on Final Fantasy in almost every area. In fact, once you begin playing Chrono Trigger, you'll wonder how you were ever happy with anything less.

As reported last month in the Epic Center, the award-winning development team at Square made dramatic improvements to the graphics, sound and game play. The variety and quality of the graphics become apparent early on as you walk through the Millennial Fair, or later as you watch in horror as the Day of Lavos is replayed on a computer console, showing the devastation of earth. You can race on a jet bike in the far distant future or shunt through a time warp to the age of dinosaurs. Animations range from the leaping attacks and magical Tech Shots during battles to cinematic plays that set a new standard for video games. As for the music, it challenges Donkey Kong Country and Killer Instinct as the best for any video game. There is so much music and so many sound effects that you might wonder how Square manages to compress it all. In short, this is it, the game for which all adventure fans have waited. If all this sounds a little too good to be true, that's what we thought, too, until we started playing Chrono Trigger, and fell in love with it.

GER™

Why is this game so irresistible? Here's an example. Imagine that you have just returned from a heroic adventure only to find yourself suddenly thrown on trial. That's the situation that Crono finds himself in early in the game. With the background of a splendid but menacing court of justice, Crono faces the arguments of a prosecutor who has all the cards. They condemn Crono with his own actions, which are shown in scenes recorded earlier in the game. In the end, you see how you have been set up, and then the jury comes in, finds you guilty and sentences you to be executed in three days. And you were just trying to help! The best part of this whole scene, however, is that it is all based on your actions. If you are extremely careful in the Millennial Fair, you may be pronounced innocent.

THE PLAY IS THE THING

Chrono Trigger is more than a sum of beautiful parts. The game contains innovations in play, as well. First off, as in an adventure game like Secret of Mana or The Legend of Zelda: A Link To The Past, you won't stumble blindly into enemies that suddenly appear as you wander around the overworld map. In Chrono Trigger, you won't run into *any* enemies on the largest maps. The close-up maps where you interact with other characters is also the setting for attacks.

When you see an enemy, you can avoid it in many cases, or at least get prepared to battle the beast. The actual battle takes place right there in the encounter screen. Your characters take up battle positions and the battle menu pops up with your options.

One innovation used in Chrono Trigger battles is the Combo attack. Combos make use of the strengths of two of your party members by combining their attacks. For instance, the Fire Whirl Combo uses Crono's Cyclone attack and Lucca's Flame Toss. The result is an attack with far more power and range than either of the individual moves.

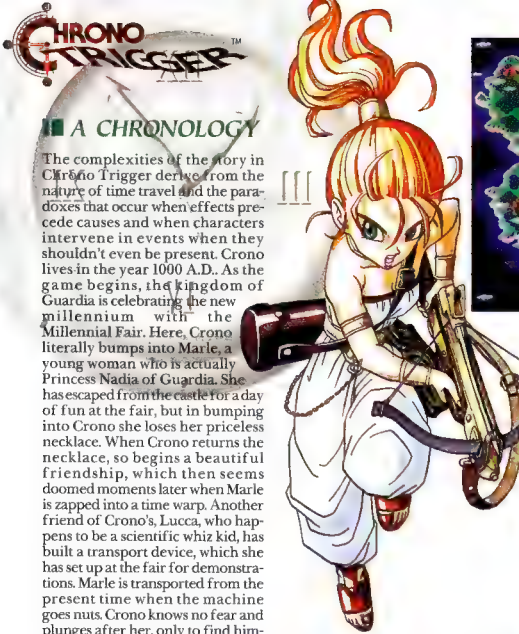
If you're a fan of adventure games you'll find Chrono Trigger to be filled with the types of activities and puzzles that you love. Your earliest explorations lead you to the Millennial Fair where games of skill allow you to win Silver Points that can be used in several areas or exchanged for money. You can test your strength, fight a robot, guess the outcome of a footrace, enter a soda chugging contest or enter a fun house where the challenges vary. To clear dungeon areas, you'll have to solve puzzles in the form of door switches, secret passages, and hidden items.

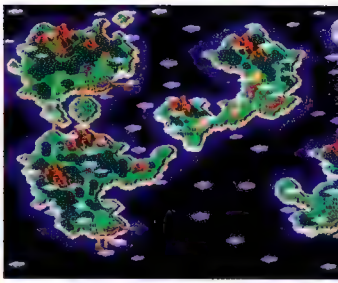
CHRONO TRIGGER™

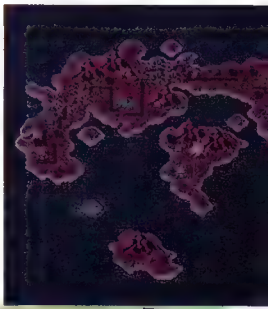
A CHRONOLOGY

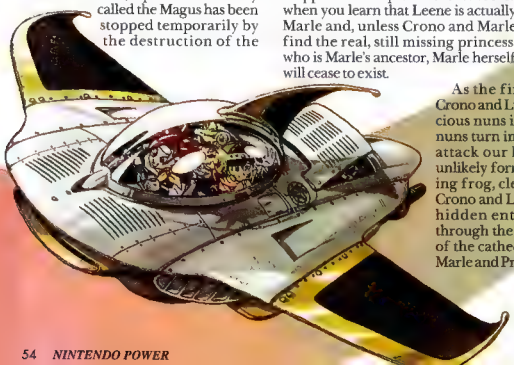
The complexities of the story in Chrono Trigger derive from the nature of time travel and the paradoxes that occur when effects precede causes and when characters intervene in events when they shouldn't even be present. Crono lives in the year 1000 A.D.. As the game begins, the kingdom of Guardia is celebrating the new millennium with the Millennial Fair. Here, Crono literally bumps into Marle, a young woman who is actually Princess Nadia of Guardia. She has escaped from the castle for a day of fun at the fair, but in bumping into Crono she loses her priceless necklace. When Crono returns the necklace, so begins a beautiful friendship, which then seems doomed moments later when Marle is zapped into a time warp. Another friend of Crono's, Lucca, who happens to be a scientific whiz kid, has built a transport device, which she has set up at the fair for demonstrations. Marle is transported from the present time when the machine goes nuts. Crono knows no fear and plunges after her, only to find himself in a much different place from what he expected.

Back in the year 600 A.D., the kingdom of Guardia is beset with troubles both internal and external. To the south, a powerful enemy called the Magus has been stopped temporarily by the destruction of the southern bridge. But closer to home lurk hidden dangers. When Crono arrives after being warped back in time, he discovers that Princess Leene had been missing, but has recently reappeared. The plot thickens further when you learn that Leene is actually Marle and, unless Crono and Marle find the real, still missing princess, who is Marle's ancestor, Marle herself will cease to exist.

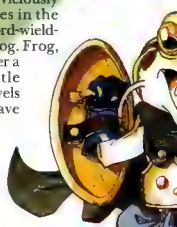




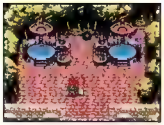




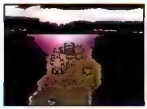
As the first adventure proceeds, Crono and Lucca encounter some suspicious nuns in the cathedral. After the nuns turn into monsters and viciously attack our heroes, aid comes in the unlikely form of a heroic, sword-wielding frog, cleverly named Frog. Frog, Crono and Lucca must discover a hidden entrance, then battle through the underground levels of the cathedral in order to save Marle and Princess Leene.

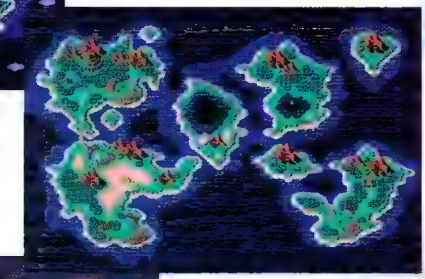


CONTINENTAL DRIFT



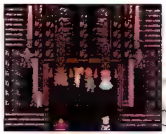
As Crono and his friends warp between the past, present and future, you'll notice that the lands change, sometimes in subtle ways, sometimes dramatically. This is an effect of time and events. For instance, the future landscape has been devastated by the Day of Lavos in 1999.





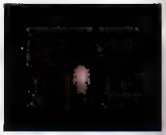
THE PENDULUM

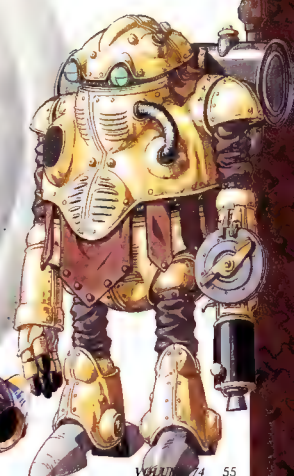
The events of the game carry you back and forth between many periods, but you must return to some of the times in order to right wrongs and keep the time lines clean. Your party varies as you progress in the game and find new friends like Frog and Robo. Minor friends, like Fritz, the man you may save in the tower, will also play an important part in the game.



THE DAY OF LAVOS

The future world where people live in enclosed domes is the result of the notorious Day of Lavos. In 1999, the alien Lavos erupted from the earth and a ruin of lava bombs destroyed the planet's surface, leaving it scarred and pocked. This central event and what it means for the fate of the planet is connected to all the other time periods that Crono and his crew visit.



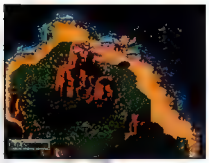


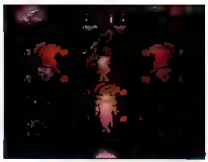
CHRONO TRIGGER™

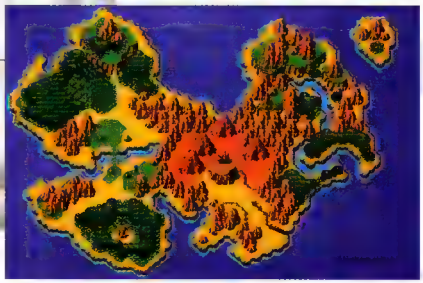
PAST AND FUTURE XII

Crono's cronies cruise through time back to the Cretaceous era, when they meet dinosaurs and cave people. It's at this early time that Lavos arrives on earth and burrows into the planet's core where it grows and consumes its host over the long millenium. In the future, Crono and his companions visit the time of Lavos' eruption and the resulting devastation that follows in the 24th century. They also go to the End of Time, when Crono first learns the use of magic from a strange beast named Spekkio. You'll hear about the four elemental magic types, then your party members learn magic spells. The End of Time is a junction in time—a place where time travelers can jump to any other period, but only three characters can travel through portals at one time. Although you must leave other characters behind, you can switch between companions after an adventure.

When you return to your home after visiting The End of Time, you'll find a great change. People will have been replaced with strange, gremlin-folk, and many of your weapons will no longer have much effect on creatures.





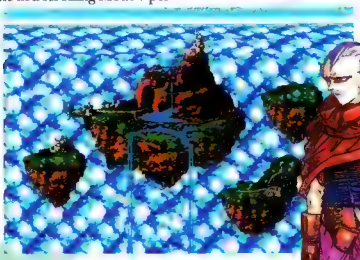


You'll see changes like this throughout the game because your meddling in time alters the course of events.

Throughout the game, as you increase your levels and venture into new times, Crono and his friends must gather new weapons, armor, techniques and magic to combat the special enemies that they find in the new areas. You may also stumble into hidden areas—areas that may not be necessary to complete the game, but that may contain special items.

HOW MANY ROADS?

There isn't just one way to play Chrono Trigger. Branching points along the way allow you to pick and choose the order of your adventures. Once you have the flying time machine, you'll be able to go anywhere and anytime in a scrolling Mode 7 perspective. More than ten endings have been discovered so far, making this one of the best RPGs for replay value. And once you've finished the game, you can start over again with a powered-up Crono.



THE INTERFACE OF BATTLE

The Chrono Trigger battle setup may look like Secret of Mana at first, but it is menu driven like traditional RPGs. The difference is that battles take place in the world in which you move around, not on separate battle screens. This means that you can skirt around enemies and avoid fights altogether. When you do lock horns with the enemy, the action can take place in real-time or in turns. The Attack option on the Battle Menu sends a character after one enemy with his or her main weapon. The Tech option includes special techniques that may strike multiple enemies or heal friends. The Combo option, when it is available, combines two Tech attacks from two or more of your characters. You can even find hidden rings that give you awesome battle powers. As in most RPGs, you can target different enemies and switch the positions or order of party members. Chrono Trigger also uses a power gauge like that in Final Fantasy III. It indicates when a character has enough strength to launch an attack. After the battle is won, you'll pick up experience points, gold and the occasional item.

SINGLE ATTACK

Individual characters select their attack options then the computer launches the attack when that character's turn next comes up.

DOUBLE ATTACK

ALL-OUT ATTACKS

Two or more characters can combine their strengths in special Combo attacks like the X-cut used by Crono and Frog or Crono and Lucca's Fire Swirl attack.

RPGs and Sims continue to grab the biggest chunk of the gaming public in Japan, so it naturally follows that there will be a larger variety of titles in the Epic genre there. This month we're giving you a glimpse at some recent Japanese releases that range from a do-it-yourself RPG to a Thoroughbred horse racing sim.

EPICS in JAPAN

Design Your Own RPG

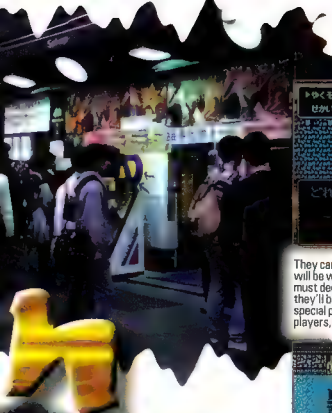
Make your own RPG? It's a concept that would probably generate plenty of excitement in players outside of Japan, but it's not available anywhere else—yet. And, as if the game weren't interesting enough on its own, ASCII is fanning the fire by sponsoring a contest for the best game design!

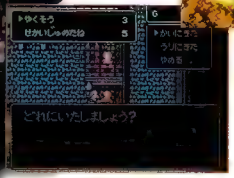
ASCII's RPG Tsukuru: Super Dante has been on the market in Japan for about six months, and it has sold out in many stores.

Originally a PC game, RPG Tsukuru: Super Dante has been out on the Super Famicom in Japan for about six months. Published by ASCII, it's an 8-meg, battery-backed RPG that lets players design their own games. It comes with Fate, a sample game, already on the Pak, so players can get ideas for the RPGs they'll create later. It takes about 10 hours to complete Fate, which looks a little bit like Dragon Warrior.

Players begin by choosing one of four overworld maps, and from then on, the decisions are much more complicated. They design their own characters and decide what their

The menus look like they're from any RPG, but in this one, players call the shots. From setting their characters' energy bars to situating the cities, the choices are all theirs.





They can also determine how difficult the game will be when they design their enemies. Players must decide where to put them and how strong they'll be. What magic will they use, or what special powers will they have? That's up to players, too.

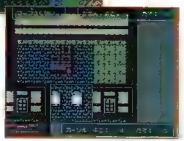
When players design the shops in their villages, they'll decide what goods will be for sale in each one.

the icons in Mario Paint, players place the villages where they want them on the overworld, then they design the town layouts by placing buildings where they want them to be. They decide where dungeons will be and design their interiors, too. It's up to the players what effects items will have, and it's up to them where to put the tools, too.

They'll determine what magic spells their characters will learn and what effects the spells will have on others. And they design the major enemies and decide what special abilities they'll have to use against their characters, too.

If all of these options aren't enough to make your head spin, wait until you hear what ASCII is offering in return for the palyers imagination: cold cash. That's right—ASCII is sponsoring a contest that challenges Japanese players to come up with the best game, and the winning entry in the design-your-own RPG contest takes home $100,000! Just imagine scoring significant cash for designing your own game.

Using icons, players place villages where they want them on the overworld map they've chosen.



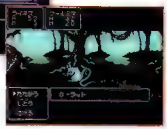
Other icons let players determine the layouts of their towns and even arrange the furniture inside the houses, stores and halls.

names and abilities will be. Likewise, they design the enemies and decide where to put them. They determine the life and power meters of various characters, and they set the goals.

Using a stamp system similar to

WHAT'S HOT IN JAPAN

While action continues to be the name of the game in North America, RPGs are where it's at in Japan. Dragon Quest, the pioneer of RPGs, has maintained a huge following over the years. Five DQ games have already been released, and big crowds will be waiting at stores when Dragon QuestVI comes out later this year. Only two games from the series, Dragon Warrior and Dragon Warrior II, have been released here. And only three of the four Final Fantasy games have been adapted for our market. Square Soft and Enix are very famous in Japan, and games from their two series have all sold well over a million copies each—some have sold two or three times that. Not only are the companies well known, but the creators of these games are revered by the Japanese game playing public.



A castle in every town? That's another thing players have to decide. They can make them as regal as they want them to be.

WONDER PROJECT J

Wonder Project J is a simulation of a different kind. In this game, players begin with a lifeless robot and make him into a thoughtful, confident human being.

Enix's Wonder Project J is an offbeat simulation that isn't likely to see the light of day in the U.S. or Canada. The challenge in this game is to teach a newly-made robot how to be human.

The young robot, #4649, in Enix's Japanese sim is a bit like Pinocchio: he has to learn everything about being a real boy, from walking and talking to learning how to imagine and how to be kind. In the beginning, he's a lifeless form in need of repair, and players assume the role of a Tinkerbell-like helper who has to figure out how to make him work. He has no heart, he has no brain, and he has a lot of work ahead of him.

Robot #4649 is ill-equipped to handle the human challenges that will come his way, so players have to help him out by giving him a hand as he learns how to become a real boy.

Some of what #4649 has to learn he can pick up by reading books, but most things he must experience firsthand by traveling through seven diverse areas, where he'll come face to face with all sorts of everyday events. If he learns as he goes, he'll develop both physically and emotionally. Among the attributes he needs to acquire are thoughtfulness, imagination, sensitivity, kindness, strength, balance, speed, offensive and defensive power, self-confidence, faithfulness, perseverance, charm, trust and luck.

He can't play ball until he knows what one is! Players have to teach him how to catch and throw after they show him what a ball looks like.

At first, the robot doesn't even know how to walk, so he's liable to fall into holes. If he does, players have to break out the tools and repair him.

Once he has some basic skills, #4649 can travel to new areas to live and learn. Players have to help him out as he works his way from region to region.

They have to teach him everything, from what a ball is to how to throw one, which is important, because a ball will be his only weapon when he meets up with a neighborhood bully. Players either reward or punish #4649, depending on his behavior and reaction to the events he experiences. When he does something wrong, like breaking a hen's egg, they'll have to punish him by whacking him on the head with a hammer (not exactly a politically correct response). If they punish him too severely, though, he'll start crying, and then he won't do anything.

He'll activate a circuit in each of the seven areas and, eventually, once he's completed all the tasks necessary to become human, #4649 will be able to activate Circuit J and end Wonder Project J.

Players have the duty of praising him when he's good and punishing him when he's bad. They'll smack him on the head with your hammer when he pulls a prank like breaking an egg.

Players must keep their tools handy, especially early on when the robot isn't very good at avoiding life's little pitfalls. He should read up on some important skills before he travels to a new area.

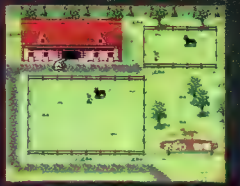
First players have to teach him what a ball is, then they have to teach him how to throw it. Once he's skilled at throwing objects, he can attack enemies who are acting like bullies by tossing balls at them. If he can't throw, though, he's dead droid.

DERBY SIMULATION

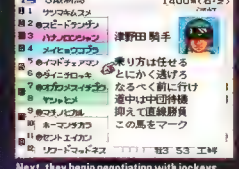
Here's a player's chance to own a stable of Thoroughbred race horses without having to pay feed bills or clean stalls.

ASCII's Derby Simulation puts players in the winner's circle—if they make smart decisions about breeding, training and racing their horses. They begin with a small farm, one well-bred mare per farm and about $150,000. Next, they study the bloodlines (and stud fees) of various stallions and pick out a winner to breed their mares to.

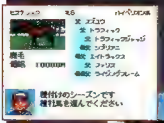
The following year, when their mares foal, the work begins. They must keep their racing prospects healthy, which means vet and feed bills. As their colts or fillies get older, the training begins. When the horses are old enough to race, players must choose jockeys (within their budgets) and pick their races. As in real racing, all sorts of things can go wrong, but if they don't, players can win big.



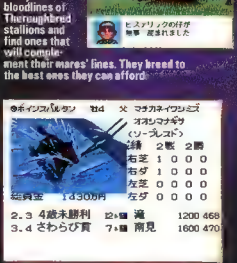
Players start with modest farms, but if they finish in the money enough times, they'll be able to move up to bigger and better digs.



Next, they begin negotiating with jockeys. The best jockeys charge a lot for their services, but they might be worth the expense.



They must study the bloodlines of Thoroughbred stallions and find ones that will complement their mares' lines. They breed to the best ones they can afford.



Players begin conditioning their racing prospects as part of their training programs. They want to build both speed and stamina to go the distance.

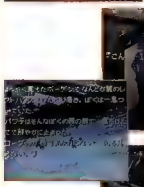
On race day, all of their planning might pay off. If their horses are in good condition, they've picked the right jockeys and entered the right races, they might find themselves in the winner's circle. If their horses are injured, though, it's back to square one.

NIGHT OF THE KAMAITACHI

As the story unfolds in Chun Soft's thriller, players decide what happens next.

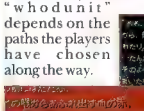
Video novels, which include lots of screen text, might not be popular here, but they're often big hits in Japan. In Chun Soft's latest mystery, shadowy char-

At various points in the story, players choose the path they want the action to follow



Shadowy forms speak in whispers about the dreaded Kamaitachi, legendary, invisible monsters who murder with sick es.

acters set up the scenario but players set the plot by deciding what to have happen next. The events all lead to a mysterious murder, but "whodunit" depends on the paths the players have chosen along the way.



As the plot thickens, players have more decisions to make, and the choices they make determine how the story plays itself out.

Front Mission

Strategy is the name of the game in Square Soft's Front Mission, a Super Famicom game that pits futuristic societies against one another in complex battle scenarios.

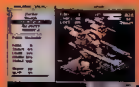
Front Mission, from Square Soft, is based on an all-new story. The story has spawned action comics and illustrated companion guide books in Japan.

In the world of the future, there are only two "countries," the USN and the OCU, and the two do not coexist peacefully. Minor skirmishes between the two have escalated into a full-blown war that threatens the peace of all people on the planet.

The game, which is actually a strategy game with RPG elements, features menu-based combat with cool animation. Its story is completely original, with an all-new cast of characters who fight it out through 15 complex scenarios that take them all over the earth.

At this point in the future, BattleTech-like mechs developed for agricultural uses have become machines of war that the two countries use against each other in their highly strategic battles. They equip the mechs with all sorts of weapons which vary, depending on the terrain and enemies they expect to encounter.

Strategy planning takes place as soon as the team learns about its objectives.



The mechs are armed with weapons and tools suitable to the challenges they'll be facing.

Both countries have mechs that they can arm strategically to counter the attacks they anticipate.

The cities and forts of the future are happening places where supplies are bought and sold.

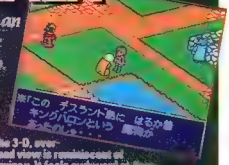
LADYSTALKER

This Japanese title from Taito is an adventure with an unusual angle that takes a little getting used to.

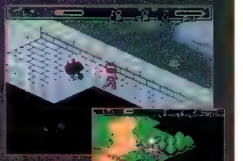
The action in Ladystalker is seen from a 3-D, overhead angle similar to the viewpoint in Equinox. The angle makes for rich graphics with a lot of depth, but it takes some practice to align items and make moves. Few adventure games employ this angle.

In plot, however, the game is less than unusual. The hero is a woman, the daughter of a wealthy man. When she discovers an ancient book telling about a mysterious island, she feels compelled to explore it. In her adventure, she learns to use the usual selection of weapons, armor and magic, but she also learns some skills less common to adventure games. She runs, she swims, she rides in mine cars and she even learns to fly.

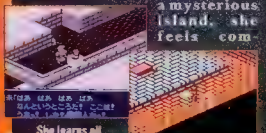
Ladystalker is a lengthy and challenging title, one for experienced adventure gamers. Other games by the same developer have been big hits in Japan. It's likely that Ladystalker will find a large audience there, too.



The 3-D, overhead view is reminiscent of Equinox. It feels awkward at first.



The hero is in all action in this adventure! She's bent on exploring a mysterious island, and she becomes more dangerous as she finds new weapons and acquires new skills.



She learns all sorts of skills on her adventure. She runs, swims, [illegible] rides in mine cars, flies and rides in [illegible]

Rich graphics make Ladystalker an appealing game. In this scene, an explorer screens a movie in the local museum.

FEVER!

EPIC EXTRA

SUPER ROBOT

Famous Super Robots team up to fight the bad guys in a fighting simulation game from Ban Presto.

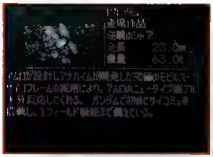
In Japan, the Super Robots are big. They're on television, they're in the comics, and kids probably draw countless pictures of them and put them on refrigerator doors, just like kids here do with their drawings of superheroes such as Spider-Man or Batman.

In Super Robot World 4, the superheroes come together to battle villains and vermin of all types. Players build teams of fighters that are headed by one of the famous robots. In the simulation, then, the robot leads his team into battle against one of the villains.

The Super Robots communicate with one another and help each other when necessary in a cooperative effort to free the world of baddies. In this scenario, it would be as if Superman gave Spider-Man a call and Spider-Man showed up in Superman's hometown to help him fight his enemies.

The game is very popular, especially with fans of the Super Robots' TV followers and comic book readers. Music from the TV shows is featured in the game, so musically-inclined players can sing along with their favorite theme songs.

The Super Robots are everywhere, from comic books to the small screen, and their fighting simulation game is a big hit.



Mobile suits add to the attack and defense power of the Super Robots. Players gear up to prepare for battle.

It's the Super Robots to the rescue! When the sim fighting begins, players will see all of their famous special effects.

The Super Robots communicate with each other for the common good. If one isn't feeling well, someone else can step in and take over.

STRATEGY

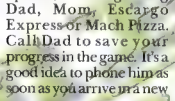
It's weird. It's quirky. It's hilarious. EarthBound could be one of the most unusual role-playing games you've ever played. This month's Epic Center examines this modern day RPG's many offbeat features and fun points.

EARTHBOUND

An evil alien has invaded Eagleland, bent on the destruction of all of humanity. You're going to have to save the world, but you're just a kid. Kids have limitations, right? Go home. What? You're a special kid? Well, you'd better read on and remember these hot tips then!

PHONE HOME!

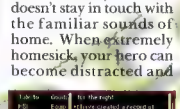
Who ever heard of a game that requires you to call home? EarthBound blends in a unique touch of real life by placing phones randomly in every corner of the planet. These phones provide players with a variety of options, including calling Dad, Mom, Escargo Express or Mach Pizza. Call Dad to save your progress in the game. It's a good idea to phone him as soon as you arrive in a new area, after defeating a major enemy, or just before you embark on an adventure into a new region. Check in with Mom to remedy homesickness. Homesickness occurs when your hero doesn't stay in touch with the familiar sounds of home. When extremely homesick, your hero can become distracted and unwilling to fight in battle. Call Escargo Express if your bags are full of extra junk. Your sister has a part-time job there and she is always willing to take a load off your hands. When you're hungry, call Mach Pizza for a delivery. Just like in real life, these pizza chefs take their time, and you won't get a discount for a tardy delivery. It's a good idea to make an order prior to leaving on a dangerous mission. The delayed delivery can make up lost hit points, but make sure you have room for the food in your inventory! Check out your surroundings and note the location of the closest phone. Maybe the next EarthBound game will include pagers!



While black phones cost nothing to use, pay phones require one dollar. Too bad you can't call collect!

If the is load too heavy to bear, call your Sister at Escargo Express!

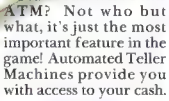
Plan ahead and call Mach Pizza for a meal to go.



Call Dad to save the game or check on your bank account. Check in with Mom, too!

HAVE CASH, WILL TRAVEL

ATM! ATM! Who's this ATM? Not who but what, it's just the most important feature in the game! Automated Teller Machines provide you with access to your cash.

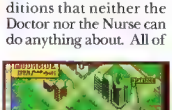


It's a good idea to visit an ATM just before journeying out of town.

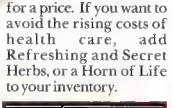
ATMs are found in Department Stores, Hotels, and Drugstores. As you defeat enemies, your Dad deposits your winnings into your account. He informs you of these transactions when you call him. Keep track of your account balance and save your cash to buy those gnarly items you've been dreaming about.

E. R.

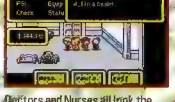
Caught a cold? Did the desert heat give you sunstroke? Feeling strange after a weird battle? Maybe there's a mushroom growing on top of your head? Find the cure at your local hospital! A Doctor can cure a variety of ailments and a Nurse can revive an unconscious party member. The Healer rectifies conditions that neither the Doctor nor the Nurse can do anything about. All of these cures are available for a price. If you want to avoid the rising costs of health care, add Refreshing and Secret Herbs, or a Horn of Life to your inventory.



Note the location of the hospital in every town you visit. The extra effort can save the lives of party members.



Doctors and Nurses all look the same, but finding the Healer might be a little tricky.



Keep life saving items in your inventory and avoid high medical costs.

STUCK, BUT NOT OUT OF LUCK

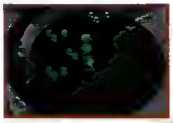
Down and out without a clue? Buy yourself some helpful ideas at the local hint stand! The guy running the stand is tapped in to the information highway. Make a purchase

Buying a hint can save time and avoid frustration.

before you're roadkill. If you can't afford the price of a hint, take out some enemies and visit the local ATM. The hint stand contains priceless information to get you back in your game!

SWIRLING COLORS

Who gets the first swing in battle? What about a surprise attack? Do you have to fight in every battle, especially against weak enemies? Watch the swirling colors when you encounter an enemy and enter a combat sequence. Touching an enemy head on, or face to face, results in a black swirl and even odds in combat. Sneaking up behind an enemy produces a green swirl and the first swing in battle. Watch out for a red swirl! The color red signifies that the enemy sneaked up behind you and they have the first attack. EarthBound's combat system measures the strength of your party versus an opponent. As you raise your levels, you will find that some easy enemies flee as you approach. If you attack these weak targets one on one, you'll automatically win without going though the battle sequence! Pick on weaker enemies later in the game to build up character levels.



Don't see red! Look for a mean green scene in all your combat encounters!

Single out a lone, weak enemy to automatically win without entering the battle sequence.

SPICE OF LIFE

Many role-playing games introduce different foods for characters to eat and restore hit points. Usually there are no more than five or six different meals in an average game. EarthBound has a smorgasbord of forty-five different foods to sample! Experiment and combine your food with inexpensive condiments. Condiments can increase or decrease the number of hit points a food item restores. Most combinations make sense. You might want Ketchup with your Bag of Fries, but you certainly wouldn't put Hot Sauce on a Popsicle, right? A Jar of Delisauce goes with every food, but the $300 price tag might break your budget. Food and condiment revitalization effects are the same with

The best (and most expensive) food is the Brain Food Lunch.

all characters EXCEPT the Prince. The Prince's special diet nullifies many of the nutrients available in EarthBound's foods.

PRAY COMMAND

The girl character has a unique battle command called the Pray Command. This option produces a variety of mysterious

Because of its random and sometimes harmful results, most players elect to use the Pray command only in desperate situations.

effects that can help or hinder the party in combat. Because of the random and sometimes harmful results of the Pray option, many experienced players elect to use this command only in desperate or hopeless combat situations. The following quick summaries describe the random effects from the Pray command.

The Pray command won't give you exactly what you want.

Warm Light

The hit points of the characters in the party are increased slightly. Warm and Very Subtle Light occur the most frequently out of all the Prayer command results.

Very Subtle Light

This light increases the hit points of all parties in combat. This prayer has twice the healing power of the Warm Light effect.

Dazzling Light

This prayer result is identical to a PK Flash spell. All parties in combat risk the chance of being blinded by a burst of illumination. Affected characters cannot stop crying and usually miss if they attack with a weapon.

Mysterious Light

The aura from this glow increases all of the PSI points of characters in your party. Remember that the Pray command does not cost any PSI points to use—a primary reason most players use this command when they have no other options.

Golden Light

The Golden Light randomly maxes out the hit points of one member in the party. This is the only prayer result that can revive an unconscious character.

Sheet Lightning

Sheet Lightning is another blinding spell that reduces the amount of damage produced in combat. Like the Dazzling light, this prayer creates a PK Flash spell that affects both parties in combat. As in real life, Sheet Lightning is very infrequent—you may see this occurrence once in the entire game.

Rainbow Colored Light

Yeah! A second chance to do things right! The rainbow light brings all deceased party members back to life. Don't expect to see this effect very often—this is a rare form of divine intervention.

Mysterious Aroma

This has the same effect as watching a test pattern late at night. One whiff of the aroma puts all parties temporarily to sleep. Not a desirable or common occurrence.

Thunder

Yikes! Don't run under any nearby trees! Thunder exposes all parties in combat to the risk of Brain Shock. This seriously incapacitates any affected individuals.

Heavy Air

Heavy Air creates a fog bank that envelopes both parties in combat, dropping their defensive ratings. You can land more blows unless you've been hit by a PK Flash attack.

EarthBound is filled with unusual weapons and items. Use the pig nose to find the magic truffles.

WONDERFUL WEAPONS

Is there a weapon for the PSI-powered Prince? What is the best weapon for the Hero? Which enemies leave behind which weapons or items? Read on and discover how you can get the coolest and most powerful items in EarthBound.

Sword of Kings

The Sword of Kings is the ONLY weapon in the game available to the Prince. You can't obtain this weapon until the party explores all of Deep Darkness and enters the Stonehenge Base. Search the maze beneath Stonehenge and defeat the random Starman Supers until you receive the sword. Getting the weapon is tough—there is only one chance in 128 that a Starman Super has the Sword of Kings. One method for speeding up the process of finding the sword is to use the SPY command. If the SPY command reveals that the Starman Super has a present, you've found the Prince's best weapon for winning the game.

The Starman Super sometimes drops a Sword of Kings after being defeated.

Gutsy Bat

The Gutsy Bat is considered by most players to be the best weapon for the hero. While the Casey Bat has 25 more offensive points, the Gutsy Bat is much more accurate. The mighty Casey struck out with the Casey Bat, and you might too. Hit a home run with the Gutsy Bat! The Gutsy Bat is found beneath the Sea of Eden in the Lost Underworld. The weapon is obtained randomly by defeating a wandering Kraken. Like the Sword of Kings, you have one chance in 128 of finding the weapon after taming the sea serpent.

Magic Frying Pan

Mystical Omelettes! The Magic Frying Pan is one of the best weapons in the game for the Girl! Look for the wandering Chomposaurs on the plains of the Lost Underworld. You need to defeat these wild lizards and scour their remains. Can you guess the odds of finding a Magic Frying Pan on a Chomposaur? If you said one in 128, you win this additional tip: You can purchase the Holy Frying Pan at the Second Tenda village for a mere $3,480. What a deal!

Goddess Ribbon

The Goddess Ribbon is one of the best defensive items in the game! It can only be equipped by the Girl. Look for the Ghosts of Starman in Saturn Valley near the very end of the game. The odds of finding this item are the same as the Sword of Kings, Gutsy Bat and Magic Frying Pan.

Star Pendant

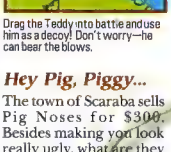
The pendant protects your party from the effects of Fire, Freeze, Flash and Paralysis. The Star Pendant can be used by all members in your party. Defeat random Major Psychic Psychos in Magican to get it. If you've read the preceding paragraphs, you already know the odds of the Major Psychic Psychos leaving the item behind.

If You're Happy And You Know It...Fresh Eggs!

Fresh Eggs are more than a meal—they're an uplifting experience. Carry an egg in your inventory long enough and it hatches into a chick. The sight of this cute chirping bird makes your hero happy. Fresh eggs can be used temporarily to remedy the effects of homesickness, but if you hang on to a chick too long, it grows up to be a normal chicken. Chickens cannot cure homesickness, but you can sell them back to the store for a tidy profit.

Target Teddy

What's the deal with these stupid Teddy Bears following you around? What if people see you with a stuffed animal and start laughing at you? Don't ditch the bear quite yet—it serves an important function. In the heat of battle, monsters sometimes confuse the bear for you and take a swing in Teddy's direction. When the bear takes a hit, it's one less round of damage for you! The Teddy Bear is a life saving target! Keep one in your inventory at all times! And if people laugh at you, keep your chin up.



Drag the Teddy into battle and use him as a decoy! Don't worry—he can bear the blows.

Hey Pig, Piggy...

The town of Scaraba sells Pig Noses for $300. Besides making you look really ugly, what are they for? Keep the Pig Nose in your inventory until you reach Deep Darkness. The dark, damp soil of Deep Darkness jungle is perfect for growing Magic Truffles, and the Pig Nose can smell them buried in the dirt. When used as an item, the Magic Truffle restores 80 PSI points. Not a bad deal for looking silly!

Make Like a Mouse...

...and get out of the house, or any other maze! The Exit Mouse looks like a regular rodent except for

a large sign protruding from his head. When used as an item, the Exit Mouse instantly takes the party back to the beginning of any labyrinth or dungeon. Use one if you're stuck in a maze or if your party's condition is grim. The Exit Mouse can be found in a maze for free, and you can transfer this item to other mazes. You cannot use the rodent as an item in battle.

Pudding Power

The Magic Pudding sold in Magicant is one of the best meals you can purchase! Use this gooey mush to replenish a character's PSI points. The mystical meal restores forty points each time it is used (even on the Prince). Buy up this prized pudding before you embark on the journey to conclude the game.

The Magic Pudding is a winning dessert in the final moments of EarthBound.

Hard Rock Candy

Save the Planet! Use Rock Candy in combat to raise your character's attributes! In order to pull off this nifty trick, your character needs to have both Rock Candy and a condiment in his or her personal inventory. Looking for the perfect food combination? Many players prefer the flavor of Cocoa with their candy. While in combat, select the Rock Candy as an item to Use. This item cannot damage your enemy. When the Rock Candy is used in battle, a condiment will be eaten and a random character attribute (Guts, IQ, Speed, Vitality or Luck) is increased! Talk about a sugar high!

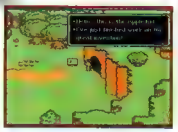
Rock Candy works only in Combat when you have a condiment in your inventory.

PROBLEM AREAS

You know the funky features, the best items and even a few red hot tips. What else could a special kid like you need? How about some suggestions for getting around those common problem areas?

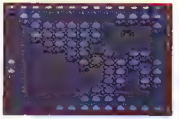
The Pencil Statue

Many players encounter the Pencil Statue blocking their path, but few get the point. Remember the two kid inventors in Twoson? Most citizens think the Orange Kid is the coolest thing since ice cream, but he's too hung up on the prospect of fortune and fame to invent anything. Give your money to the sloppy Apple Kid. Apple Kid doesn't have a social life and spends his time studying. He can make you the item you need to get around this pointed obstruction.



Apple Kid knows what erases pointed obstructions.

Crowded Cultists



Lost in a true blue cultist crowd? Seek out and talk to the fidgety followers.

In Happy Happy Village there is a room filled with followers of Cult Leader Carpainter. In order to reach Carpainter, you need to push your way to the other side of a room filled with swaying blue cult members. Watch as the crowd moves back and forth. Some followers move much faster than others. Talk to these members to find your way through the room. If you can't identify the fidgety followers, don't worry—keep talking to everyone and you'll find your way through the room.

Waterfall Password

So you don't have the password for Belch's Base beneath the waterfall? Don't sweat it–when you receive the message, "Say the Password," don't touch any buttons on your controller for three minutes. The door opens by itself if you wait long enough. EarthBound features several puzzles that require patience. When all else fails, put the controller down and take a short break—you might be surprised by the result.

Fourside Dead End?

Are you stuck in Fourside with nowhere to go? This happens to more than a fair share of EarthBound players. Be sure to visit the Museum, Topolla Theater, and the Monotoli Building, then return to the desert. Did you find the Desert Gold Mines? The wide, dusty expanse of sagebrush and cacti hide many features. Explore the mines and return to Fourside after you dig up a Diamond.

Moonside Madness

Moonside is the exact reverse of Fourside. This can be confusing when you're questioned. Answering "Yes" means "No" and "No" means "Yes. "Want a room for the night? Be sure to answer "No." This reverse response technique requires some time and practice. Travel in Moonside is also very different. Look for Warp Men if you want to travel from one area to another. Warp Men greet you by saying "Hello! And... Goodbye!" when you approach them. Each Warp Man sends you to a different location in Moonside.

Performance Payoff

Bailing out the Runaway Five is a tough business if you don't know where you stand with the theater manager. Depending on your location in the room, this crooked entrepreneur might take your message the wrong way. Talking across the table results in the normal managerial responses, even if you have the money to pay off the group's debt. Try talking in a different location.Walk behind the desk and stand next to the Theater Manager. If you have the money and are standing next to him, he'll understand. After all, money talks!

Let this crooked manager know where you stand on business matters.

CLASSIFIED INFORMATION

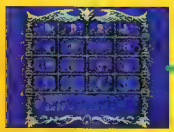
NINTENDO TOP SECRET POWER

Demon's Crest

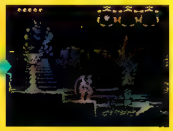
From Agent #329

Boss Fight Code

If you want to finish Demon's Quest in record time, use this password to access a special "bosses only" version of the game. Go to the Password Screen before you begin playing and enter the following password: RBNL XHGB VGBB LYLD. When you start the game, all of the minor enemies will disappear, allowing you to walk through each stage unharmed until you reach the boss! This is a great way to practice fighting the bosses, but it takes most of the challenge out of the game.



Go to the Password Screen and enter the password RBNL XHGB VGBB LYLD.



All of the minor enemies will have vanished when you begin playing.

From Agent #445

Switch Teams

Each of the teams in NBA Jam TE has its own strengths and weaknesses, but a few of the teams are almost impossible to beat. If you find yourself facing one of these tougher teams, and if you're having trouble winning, you can change your team in mid-game with this code. On the Substitution screen that appears at the end of each quarter, hold Up and the B Button for a few seconds, then press Left or Right to scroll through the teams and find the one you want to use.

When the Substitution screen appears, hold Up and B.

A new team takes to the court when the game resumes!

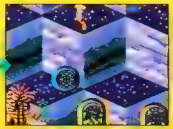
Bubsy II

From Agent #001

Game Change Codes

Agent #001 has discovered two different codes that allow you to change the playing style of Bubsy II. When the Title Screen appears, press Up, Y, Y, Y and Down on Controller I. When the game begins, your body weight will be halved, allowing you to jump twice as high as before. Pressing B, A, B and Y when you are on the Title Screen rubberizes the floors in the Medieval Stages. The springy floor will let you bounce up to the ceiling!

On the Title Screen, press Up, Y, Y, Y and Down to halve your body weight



With half the weight, Bubsy jumps much higher than before.

On the Title Screen, press B, A, B and Y to get rubber floors in the Medieval Stages

Every time you touch the floors, you'll bounce high into the air

From Agent #004

Super Passwords

All of the characters in WWF Raw have Mega-Moves that inflict massive damage on their opponents. These secret moves are not printed in the instruction manual, so most players don't know they exist. Now, thanks to Agent #007, you can choose your favorite fighter and pin all of your friends in seconds flat! Most of these moves are tricky to use, so practice them against the computer before you get into the ring.

1-2-3 Kid

When your opponent is down, climb the upper turnbuckle, hold L or R, then press Up, Up, Up and A

Bam Bam Bigelow

Hold L or R, then press Up, Up, Down, Left or Right, then hold Y. Continue holding Y until you hit the ropes

Bret Hart

When your opponent is down, climb onto the upper turnbuckle, hold L, then press Right, Right, Up and B

Diesel

While your opponent is stunned, stand behind him, hold L, then press Down, Down, Right and B.

Doink

Stand behind a stunned opponent, hold L, then press Left, Left, Left and A

Lex Luger

Stand close to your opponent, hold L, then press Up, Up, Down and B.

Luna Vachon

Stand above a fallen opponent, hold L, then press Left, Down, Down and B

Owen Hart

Hold L, then press Up, Right, Down and Y. Continue to hold L and Y and use the Control Pad to guide Owen

Razor Ramon

Stand below the fallen opponent, hold L, then press Left, Left, Right and B

Shawn Michaels

Hold the L Button, then press Down, Right, Right and A.

Undertaker

Hold the L Button, then press Left, Right, Right and Y

Yokozuna

Climb either upper turnbuckle, hold L, then press Down, Down, Down and B

Mirror Match

If both players want to use the same character in a two-player match, try this code. Choose the two-player mode and, after the first player chooses his character, press Up, R and A at the same time on Controller II. Player two can now choose the same character.

After player one chooses his character, press Up, R and A at the same time on Controller II

Now player two can choose the same wrestler as the first player

SUPER PUNCH-OUT!!

FROM AGENT #910

Japanese Characters

Use this special code to enter your name with Japanese characters in Super Punch-Out!! Make sure that you have an empty file, then highlight the New Game option on the Menu Select screen. Instead of pushing Start to go to the Name Registration screen, push the A and X Buttons at the same time. When you go to the new screen, there will be Japanese characters instead of letters.

Normally, the letters on the Name Registration screen are familiar.

Highlight the New Game option while you're on the Menu Select screen

If you press the A and X Buttons at the same time, the letters become Japanese characters

Now you won't know your name, unless you can read Japanese.

SUPER OFF ROAD THE BAJA

FROM AGENT #410

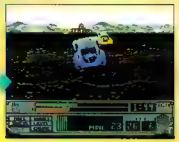
Secret Track

If you want to take a side trip from your grueling race through the Baja, enter this code and test your skills on a special Fun Run track. Before beginning a new game, go to the Game Select screen, then press X, B, Y, A, X, B, Y and A. If you enter the code correctly, the Fun Run option should appear at the bottom of the screen. You'll race across a super-hilly stretch of track, full of cash and nitro-boosts once you enter the Fun Run track.

Go to the Game Select Screen and press X, B, Y, A, X, B, Y and A

Highlight the new Fun Run option and press the Start Button.

A new section of track appears along the normal race course!



This area is full of nitros, so use them to blast past the competition.

FROM AGENT #332

Boss Code

These two codes will allow you to play as the bosses in World Heroes 2, giving you a big advantage over your opponents. When you begin a new game, wait for the Title Screen to appear, then press Select, A, Up, R, Up and Select. You should hear a quick ringing sound if you enter the code correctly. To play as one of the boss characters, you will need to hold the corresponding buttons, then go to the Player Select screen. To play as Neo Geeguse, hold the Select and R Buttons, or to play as Dio, hold the Select and L Buttons. When you go to the Player Select screen, you will automatically choose one of the hidden characters.

Neo Geeguse - Hold Select and R
Dio - Hold Select and L

On the Title Screen, quickly press Select, A, Up, R, Up and Select

Hold Select and L or R, then go to the Player Select screen to play as one of the bosses

STAR TREK® STARFLEET ACADEMY™

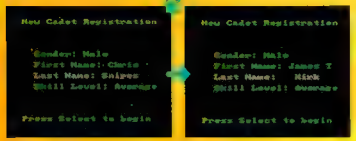
FROM AGENT #776

Special Characters

These codes allow you to select names from the list of programmers or from the original Star Trek cast when you name your character. The codes won't change the game in any other way, but the name change is a nice feature for Star Trek fans! To choose the programmers' names, start a new game then go to the New Cadet Registration screen. Hold the L, R and Select Buttons, then press A, B, A and B. If you prefer to use the characters from the original Star Trek series, hold L, R and Select on the New Cadet Registration screen, then press A, B, A, B, X, Y, X and Y. After entering the appropriate code, you can use the Control Pad to scroll through all of the additional names. After settling on a name for yourself, press the Select Button to begin playing.

Start a new game then go to the New Cadet Registration Screen.

Hold L, R, and Select then enter one of the codes.



Press A, B, A, and B to play as one of the programmers.

Press A, B, A, B, X, Y, X and Y to play as a member of the original Star Trek cast.

Super GAME BOY™

FROM AGENT #210

Credits Code

You can see all of the people involved in the creation of the Super Game Boy when you enter this code. Insert your Super Game Boy in the Super NES with any Game Boy game installed in it. When the Super Game Boy Screen appears, press L, L, L, R, R, R, L, L, L, R, R, R, R, R, R and R. As soon as you complete the code, the credits start rolling, along with some really campy music. If you want to resume playing, you'll need to reset your Super NES.

MARIO'S PICROSS

FROM AGENT #723

New Borders

With the release of the new Play It Loud Game Boys, you can add a little color to your play sessions. Now with the help of this code, you can add the same color to your Super Game Boy screen! When playing Mario's Picross, you can change the background by holding the correct direction on the Control Pad then pressing Start. If you want a Clear Game Boy, you'll need to circle around the Control Pad until you hear a tone, then hold in that direction and press Start.

Green - Press Start
Red - Hold Right and press Start
Black - Hold Up and press Start
White - Hold Down and press Start
Yellow - Hold Left and press Start

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

THE SPORTS SCENE

SOMETHING FISHY

Lou Z. Ball

Bass Masters is one of three new bass games to appear in the past nine months, but even more are likely to follow. It's the golden age of video fishing, folks. So, with all this interest in Super NES angling, why is it that every game concentrates on one fish—the bass? The Sports Scene editors have been scratching their heads over this one. Why not expand the horizon and head after other aquatic trophies such as marlin, salmon, great whites, Nessie? After all, when you think about it, a bass is a pretty sorry opponent. Now a Hammerhead, there's a worthy fish. Teeth like stilettoes and it will eat you if you lose. Even if the bass fixation cannot be overcome, at least let's have some imagination. What about Super Mutant Zombie Bass for a game? We're talking five tons of radioactive, undead fish with a hunger for humans and an odor that would floor a rhino. You'd need two-ton test and an aircraft carrier to land this baby. Now that would be a fishing game. If you feel the way I do, write to your congressman and demand the end to video bass persecution. Save the bass!

HEADS UP SOCCER

U S Gold takes soccer fans back to the pitch for a fast, arcade-style, multi-player game featuring special moves that are a kick.

NO FEAR

Kyle Petty's No Fear Racing from Williams may not take the checkered flag, but it gives race fans the ability to design custom tracks.

MASTER OF THE BASS

By Malibu Games

Calabasas, CA—The sun rises over the pines as you rev your Evinrude and head out onto the still waters of the lake in search of prize bass. At your secret fishing hole, you cut the engine, then rig your line with a lure guaranteed to draw in the lunkers. With a flick of the wrist and a whirr of line you cast, then work the lure back, reeling, juking, teasing the bass. The hit, when it comes, is like a surge of adrenaline. Man vs. fish—the ancient drama unfolds anew. The battle rages back and forth, touch and go, pole bending, line singing as the bass makes its run. But with cunning and patience, you land the trophy and toss it in the livewell. Only another five hours before you have to take your top five bass to the judges. So little time, and so much bass.

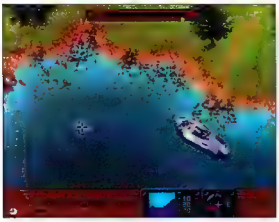
Bass Masters Classic from Malibu Games weighs in as a unique addition to the Super NES sporting library. Unlike previous bass games, Bass Masters presents a new, underwater perspective and an emphasis on tournament strategy. The tournament strategy requires you to maximize your efficiency to catch big bass quickly. In most bass games, time moves at a snail's pace, but the minutes and hours fly in Bass Master, so you must make every cast count. Although the fast pace may seem unrealistic, it gives the game an edge that the other bassers like TNN Tournament and Bassin's Black Bass can't match.

"Bass Masters Classic...weighs in as a unique addition to the Super NES..."

FISHING FOR DOLLARS

Bass Masters Classic features virtually every element of real bass tournaments. The challenge comes in many forms, from catching bass to beating the clock. You can divide the process into three major categories: supply, angling, and strategy.

To start the game, and then later as you progress in the five three-day tournaments, you must supply yourself with the winning tools. In Bass Masters, not only do you purchase your lures, you can also upgrade your boat engine, fish finder, rod and reel. In addition to that, you must choose one of six anglers as your alter-angling ego. Since each of the anglers excels in a particular skill, choose them carefully. Clyde and Hooker are good choices since they hook fish quickly and solidly. A strong reel is a good idea as is a good supply of lures. Worms and spinners seem to attract bass instantly in a wide variety of weather conditions. The big ticket items like the engines and fish finders won't make a huge difference if your angling techniques are sound.

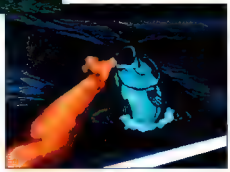


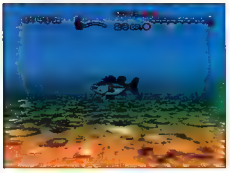
The second consideration is angling. Since time is of the essence, cast short (no more than 50 feet) and tease the fish close to the boat before hooking them. You should be able to hook a bass within six or seven feet of the boat, which dramatically lowers the time you have to fight it. Once a lunker is on the line, rapidly tap the A Button, keeping the angler's power hovering in the middle of the power meter while the bass stays just at the surface without jumping. If you maintain this balance, you'll wear out the fish and bring it on board in a few short minutes of game time. In Bass Masters, the shorter the fight, the better.

"Know the hot spots and go to them directly."

Finally, here are some strategies to keep in mind. Using your time wisely is the key. Know the hot spots and go to them directly. Don't waste time sight-seeing. Make sure you are back at the dock by 3:00PM or you'll be penalized.

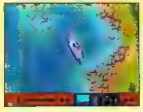
Although you can see the fish underwater, you can't always judge their sizes. It's better to go for lots of fish than to try to coax what you think is a big one. Small fish are automatically culled when a trophy gets thrown in the livewell. Use these tips and you'll be in the money.





THE HOTTEST SPOT

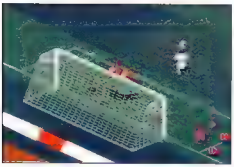
At Pebble Lake, the site of the first tournament, you'll find the hottest spot for bass in the southeast corner. The north side of the cove shown below is stuffed with championship bass. Head for this hot spot each morning and head back to the dock by about 2:45. It takes about 12 minutes of game time to travel between the dock and the cove with the small engine.



HEAD-ON SOCCER

By U.S. Gold

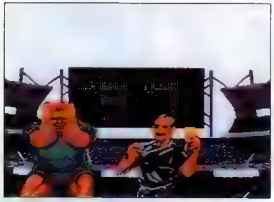
San Francisco, CA—Soccer takes many forms on the Super NES. Realism reigns in Mode 7 games like Tony Meola's Sidekick Soccer and Super Soccer from Nintendo while excellent graphics and options make FIFA International from EA Sports a top contender along with Konami's International Superstar Soccer. On the other end of the scale, you'll find the gim-



mick-laden Championship Soccer '94 from Sony Imagesoft which featured more than one hundred teams and characters the size of ants. Head-On Soccer, the second soccer title from U.S. Gold, falls somewhere in the middle between realism and gimmicks. The experience is like that of an arcade game with emphasis on fast action. The speed of players on the pitch is quick, but within a realistic range and the animation is good, although not at the level of FIFA or the Konami game. The game features Exhibition and Tournament modes with a password system for saving your progress in the one-player international tournament. The most innovative feature of the game is that of the Star Players. Good teams have players with stars above their heads, indicating that they have some spectacular moves. In Tournament mode, you can gain star players by performing exceptionally well. A team full of stars, like Brazil or Italy, stands a much better chance of winning.

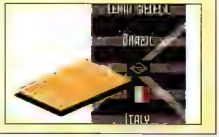
"...take a look at Head-On for its Star Player feature..."

The four player mode gives you a chance to mix it up with friends, but it isn't all fun and games. Knowing who has the ball and switching to a nearby player can be difficult. The AI can also make Head-On Soccer difficult to play, particularly when your computer teammates act on their own defensively. The biggest failing of Head-On Soccer, however, is the absence of any down-field tracking screen. There is no way to see teammates at a distance, so passing the ball is an act of pure optimism. If you are an optimist, take a look at Head-On for its Star Player feature, but don't expect the definitive soccer title.



CUSTOM FIELDS

Field conditions are determined by geography. Select a particular field in two-player Exhibition Mode on the Team Select screen. When both flags are dark, move the Control Pad left or right to select.

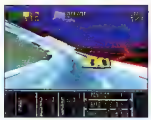


NO FEAR RACING

By Williams Entertainment

Corsicana, TX—Kyle Petty heads for the winner's circle, but you can knock him out of the running with a solid performance in Kyle Petty's No Fear Racing. The strength of this NASCAR racer is not in the graphics or the play control like other racers including Michael Andretti's Indy Car Challenge and Nigel Mansell's World Championship Racing, not that the graphics are bad. Williams used computer rendered cars and other elements to create a realistic graphic racing environment. The feature that really stands out is the custom track option—an option not shared by any other comparable racing game. But, as cool as it is to create your own courses, this game would have been much cooler if the actual racing experience was more realistic. A few simple strategies will put you in the lead for good no matter what track you're racing on. Strategy 1: Stay close to the inside curb and turn into corners before you actually reach them. Strategy 2: Buy, collect and use lots of Nitro. Strategy 3:Upgrade your suspension and buy tire changes. That's about it. The AI of the opposing cars is nothing to worry about except for the chance that they might slam you. In the two-player mode, at least you have the chance to race against an interesting opponent. Although the racing could be better, Kyle Petty's Custom Tracks and two-player option are deserving of a look.

"Kyle Petty's Custom Tracks and two-player option are deserving of a look."



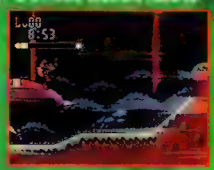
CUSTOM COURSES

Design a dream course with hairpin corners, long straightaways, overpasses and just about anything else. The scenery option lets you place signs and objects. Set the weather conditions, and number of laps, then go racing.

Super NES

FELINE FLYERS!

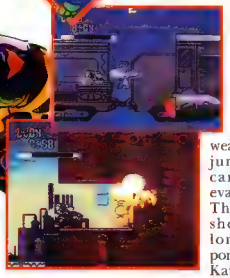
Based on the popular Hanna-Barbera cartoon, Swat Kats: The Radical Squadron chronicles the exploits of T-Bone and Razor, two high-tech superheroes. Hudson Soft has managed to capture the look of the show, if not the pace. Though enemies are tougher at the higher difficulty settings, the action feels much slower than you might expect for a game in this category. Serious action fans will find little challenge here, though fans of the show will probably have fun.

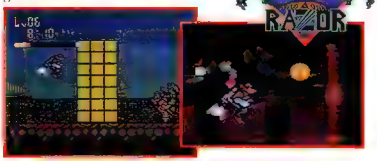


©1995 Hudson Soft Co., Ltd.

THE RADICAL SQUADRON

In this strictly one-player game, you can choose your favorite Kat before you begin. T-Bone is the powerhouse of the pair, armed with a short-range blaster and a heavy grenade launcher. The launcher is not effective against enemies, but it can be used to demolish walls and other obstacles. Razor also has a blaster, but no second weapon. He is the better jumper, and what he can't destroy he can evade using his jet pack. The pack is handy for short hops, but prolonged use will temporarily burn it out. Both Kats can climb on some of the walls, and wall jumps (à la Super Metroid) are a good way to search for items, life-replenishing food and 1-Ups. The stages are timed, and the higher the difficulty setting, the less time (and lives) you have. The stages aren't very long, but you may have to pass up some bonuses to reach the goals in time.



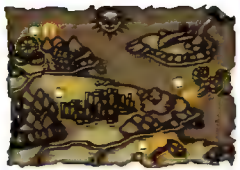


LIVE & LEARN

More common to role-playing games than to action paks is the ability to gain experience. The more enemies you defeat, the greater your experience, weapon power and life meter capacity. Every time you gain enough experience points to advance a level, your life meter is fully charged. Your character's level is displayed in the upper left corner of the screen, but if you need to check all your stats, just hit Start to pause the game.

KAT FIGHT

Just like the Mega Man games, you can play the stages in any order. The high-numbered stages are tougher than the low numbered ones. For an added challenge, you might consider playing a high-numbered stage right away, just to see how far you'd get with low experience and poor shot power.

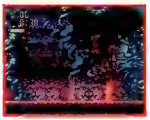


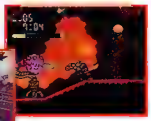
TAKE 2

AREA 1 .....DOCTOR VIPER
AREA 2 .....MAD KAT
AREA 3 .....THE PASTMASTER
AREA 4 .....THE METALLIKATS

Doctor Viper

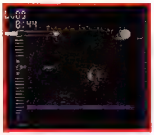
The not-so-good doctor has unleashed an army of giant bacteria on MegaKat City, and it s up to the Kats to do some cleaning and disinfecting! This stage includes Mode 7 sequences where you track and attack scrolling targets.





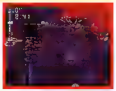
Mad Kat

Mad Kat's amusement park is anything but amusing! Find the missing youngsters among the mazes, platforms and monstrous rides. This stage features more varied scenery than the last, and there's just a tad more to explore.



The Pastmaster

This stage opens with another Mode 7 sequence as you try to rescue a cargo ship from a mysterious sea monster. The monster is actually being controlled by the fiendish Pastmaster, who sends you on a journey through time!



The MetalliKats

The MetalliKats think that crime does pay, and they've just robbed a bank to prove their point. Your mission is to track them through the subway system and prove them WRONG! This stage features the toughest opponents in the game.

HEIR TO CREATING TERROR

When General Kilbaba meets his demise in Desert Strike, his son, Ibn Kilbaba seizes control of the totalitarian government. Global economic sanctions force Kilbaba to sell off his dwindling stockpile of nuclear weapons to drug cartel leader Carlos Ortega. Both men are driven by a mutual goal: full scale terrorism in America.

A madman has invaded America, bent on nuclear terrorism and revenge. Your mission is to eliminate this clear and present danger in Electronic Art's password-backed, 16-megabit sequel.

JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™

© 1995 Electronic Arts and Granite Bay Software.

COPILOTS

No question about it. You're the best chopper pilot in the world. Unfortunately, finding the perfect copilot is not a simple task. The best copilots are [illegible] missions of missing in action. You need to find the

• EGO

The youngest of the copilots, Ego is a new recruit. He's determined to make something of himself by spending hours in simulator training. He'll be good—someday.

• M.R.3D

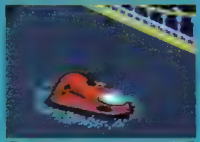
Mr. 3D's nickname is derived from his awesome spatial ability. He's hot on the winch but cold in a firefight. This veteran is due for an eye examination.

NEW TOYS

Cuts in the Defense budget have severely hampered hardware development in the National Security Agency. Fortunately, there are some prototypes available.

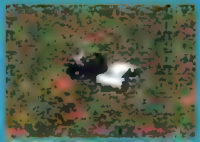
JUNGLE STRIKE

L-[illegible] HOVERCRAFT



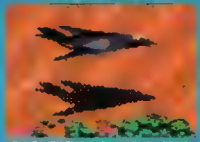
The high tech XL-3 amphibious assault hovercraft is designed for Navy jungle and coastal operations.

ASSAULT MOTORBIKE



[illegible] the only thing that can destroy Ortega's armored cars.

F-117X STEALTH



The F-117X Fighter has unlimited fuel and ammo, but if you hit anything you'll be nothing but a fireball.

THE WHITEHOUSE

Terrorist militant Ted Kilbaba [illegible] father [illegible] up [illegible] Capitol. Kilbaba plans to ambush a VIP motorcade and take the President hostage.

MONUMENTS

Terrorists are camping in their recreation vehicles at each of the nation's monuments. You can bet they're not roasting marshmallows. Take them out without damaging America's sacred landmarks.

These campers aren't look[illegible]

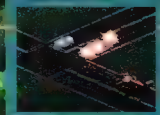
TERRORIST H.Q.

In an effort to elude detection, Kilbaba's organization scattered several centers of operation throughout the city. Local police forces lack the firepower necessary to neutralize these strongholds.

Each H.Q. holds a hostage - watch where you aim.

MOTORCADE

The news media's detailed coverage of Presidential activities has allowed Kilbaba to set up several ambush points throughout the city. Clear the roadways of the scum clogging the city's streets.



The D.C. morning commute has never been this dangerous.

SNIPER

With any luck, this sniper will miss his presidential target in the motorcade. If he does, you can capture him and obtain critical information regarding the second campaign in South America.

This underpaid hit man tells all—if you can get to him fast enough.

•FACEMAN

Faceman is a video game master and experienced F-15 fighter pilot—his outstanding dexterity landed him top honors with America's ultra elite fighting forces.

• ANNIHILATOR

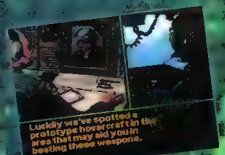
Roz is one of the best. Her winch skills allow for easy pick ups on the first pass.

• WILD BILL

Wild Bill graduated at the top of his class. His scores indicate that he has no weakness. If there's a tight mission, this is the copilot you want at your side.

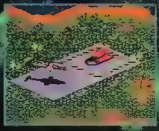
COASTAL CHAOS

Kilbaba and Ortega have arranged for a transfer of weapons-grade plutonium off the coast of South America, and Ortega's heavy defenses have neutralized a squad of Navy Seals in the area. Your mission is to make sure this deadly deal goes sour.



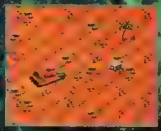
HOVERCRAFT

Enemy forces captured the XL-9 Hovercraft! Rescue two Navy Seals, acquire the activation sequence, and clean up all the scum around the perimeter.

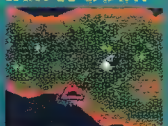


PLUTONIUM

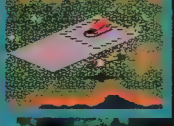
Kilbaba packed his precious plutonium in crates marked with a sea dash. Your mission is to recover all of the lethal cargo as it is shipped ashore. Shoot first and ask questions later.



RUN IT DOWN



There's more than one way to hit a target with the XL-9. Just point the bow and hope the air bag works! Ramming Speed!!!



SEA HAG

Use mines and the Chain Gun to take out Ortega's flotilla of sinister cigarette boats.

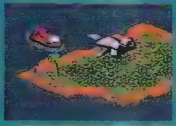
FACEMAN

As noted in his personnel file, Faceman has taken up residence on the coast of South America. It looks like you've found him! This won't be an easy extraction. Carefully take out the gun on the island, then land near the pilot.

A HOT L.Z.

It looks like Faceman used this tiny island as a carrier deck. Too bad he ran out of runway. Take the gun and hostiles out first!

CLEAN SWEEP



After destroying the enemy, land the hovercraft near Faceman. Don't run down your future captive!

ATTACK SUBS

When detente between East and West was declared in a clearance sale of submarine technology, Ortega capitalized on the bargain and added several attack subs to his drug fleet. You might use up several ammo crates trying to sink these monsters of the deep.

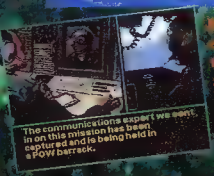
DUCK THE DECK GUN

The deck gun at the stern of each sub cannot be disabled, but you can make it dizzy. Circle and shoot repeatedly.

RUN AND SHOOT

A sub on the surface is a slow moving target. Capitalize on the XL-9's speed with a series of quick ambushes.

TRAINING CAMPS

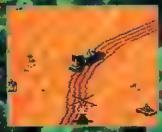


The communications expert we sent in on this mission has been captured and is being held in a POW barrack.

Recon aissance reports reveal several terrorist training camps and a secret listening post. Your mission is to take out the enemy communications network.

MOBILE RADAR

Mobile tracking stations rob you of the element of surprise. Regain the initiative by locating and destroying each radar dish and transport. The enemy knows your location – don't expect an unprotected target.



WIRE TAP

A high level intelligence report indicates that communication lines assigned to establishing a tap have been captured by the enemy. Use the Chain Gun to eliminate the guards and start a jail break.

TAKE OUT THE A.A.

Each mobile tracking station is protected by anti-aircraft guns. Take out the A.A. before you destroy the target.

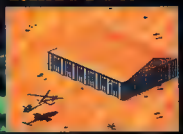
JAIL HOUSE ROCK

The P.O.W. camp holds more than a few prisoners. Destroy all of the barracks and load up the friendly...

TANK DEPOT

The Mad Man and Drug Lord have left their heavy ordnance out in the mid-day sun. These tanks are defenseless sitting ducks while refueling. Teach the bad guys what happens when they don't put their toys away!

NUKE REACTOR



Plutonium and bomb manufacturing equipment are housed in warehouses in the southern region of the area of operations. You must recover these materials.

DEAD DUCH

After you clean up the anti-aircraft defenses, the remains of the tanks will be easy meat.

LAST PICKUP

After destroying each tank, capture a driver and return him to the landing zone.

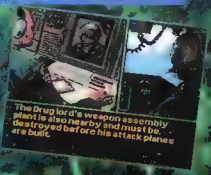
ROOF WORK

UNPACKING

Use the Chain Gun to carefully destroy the outer crate covering. It's time to pick up some...

NIGHT STRIKE

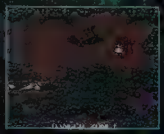
It is just another quiet night beneath the jungle canopy until you swoop down across the treetops. Now the guerillas are listening for the sound of your rotors and looking at the sky and hoping you won't see the flash of their upturned gun muzzles.



The Drug lord's weapon assembly plant is also nearby and must be destroyed before his attack planes are built.

WATCH TOWERS

All around the watchtowers... are gunners aiming to take you out. Use a missile to illuminate the area and walk your Chain Gun straight into each target. Stay out of the Danger Zones until they are assigned.



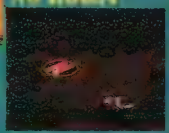
CHOPPER PADS

Years ago the plans for a Super Comanche prototype mysteriously disappeared. The gray choppers over the jungle look vaguely familiar. Destroy the landing pads and drop the wannabes from the skies.

ON TARGET

Scattered throughout the jungle are enemy fuel and ammunition dumps. These dumps are marked as glowing colored rings.

AO ROUST



What goes up must come down. Take out the defending helicopters and every landing pad. Activate the Hellfire missiles.

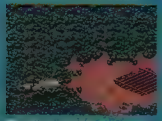
SCIENTISTS

A group of nuclear physicists are held captive in jungle pits. The Madman [illegible] better living conditions if the scientists [illegible] develop a bomb. You must save these courageous beings.

COMMANDER

What is that yellow dot on the left side of the map? Although it's in a Danger Zone, the target is worth the risk. If you capture the commander, you'll know the location of all fuel and ammunition dumps.

JAIL BREAK

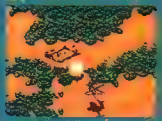


The pits are located near the top of the operations map. Take out any snipers before shooting the bars.

QUICK GRAB

Once freed from captivity, these bewildered scientists might wander into the jungle. Quickly pick them up.

IN THE HOUSE



The guerilla commander is in one of these illuminated buildings. Blow the lid off and watch him run for cover.

RUNAWAY

Unlike other stunned captives the commander will try to get away. Just don't accidentally shoot him!

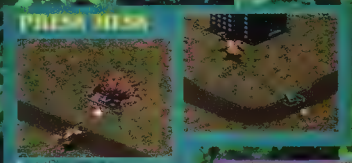
PULOSO CITY

The Drug Lord has taken over the city of San Puloso. His warlords are ruling the city and are holding the local civilians hostage in a group of Missions.

Puloso City is the [illegible] of Carlos Ortega's worldwide drug operation. Every person on the street is on the cartel's payroll. Those individuals who refuse to cooperate face jail time or they change their minds. Terminating this operation will [illegible] of remorse.

COUNTERFEIT RING

When his money laundering scheme was [illegible] down last year, Ortega vowed to ruin America's economy by buying the best printing presses and creating counterfeit cash. [illegible] more.



ARMORED CARS

Scattered throughout the city are several armored vehicles. These cars [illegible] nuclear detonators and cannot be permitted to escape the city limits. Use [illegible] these treacherous menaces.

JAM PULOSO'S TRAFFIC

PRESS MISS

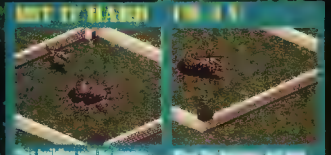
C4 EXPLOSIVES

After you've completed the armored cars to burning metal, check your mission map for a white flashing dot. What does it mean? Why couldn't you destroy this building before? Get back to your chopper and check it out!

THE WARROOM

This heavily reinforced building contains the central computer network of the Drug Lord's international operation. If you can wipe it out, Puloso City will be free!

JUST TO HARD [illegible] TO FLY



INSIDE JOB

CLEAN UP

SNOW FORTRESS

Our agents believe that the Drug Lord has built an underground snow fortress where he is hiding these weapons.

Recent intelligence reports have revealed a traitor from the Russian republic is supplying warheads to the Madman and Drug Lord. Wild Bill was assigned to check out an isolated outpost, but we have not heard from him again. Now it's your turn to take to the air, your winter survival skills and your weapons.

WILD BILL

Wild Bill's massive M-1 Battle Tanks. Wild Bill is being held captive in a frozen prison camp. Rescue him if you're not shot and you'll rarely miss another target.

EX-SOVIET GENERAL

An Ex-Soviet official has left Russia to join the Madman and the Drug Lord. He is supplying reactor parts to the terrorists. Your mission is to capture him alive and try to extract information from him.

INFORMANT

Shoot up his scattered cabin for additional supplies.

Interrogating this ex-bureaucrat yields the locations of the terrorist missile launchers.

ICY RESCUE

Prisoners can be easily identified by their dark fatigues.

SNOW FORT

Concealed deep beneath the ice are nuclear warheads. Blow the roof off the complex and destroy the enemies before they escape through a tunnel.

WOODSTOVE

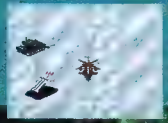
Smoke from the chimney means someone's at home. Shoot the roof off and drop in.

MERCENARIES

These mean mercenaries are wrecked! Chain Gun.

LAUNCHERS

Mobile missile launchers are widely dispersed across this winter wonderland. Your mission is to locate and wipe them out before their lethal cargo is launched. Battle tanks patrol each target, making the mission anything but easy.



M-1 TANKS

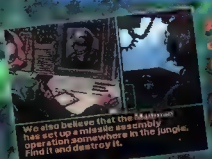
The launchers are protected by battle tanks. Engage the M-1s with a quick pass and fry your Hydra missiles.

MISSILES

Fly over each demolished fortress and scoop up the warheads. Destroying a warhead aborts your mission!

RIVER RAID

JUNGLE STRIKE

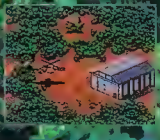


We also believe that the Madman has set up a missile assembly operation somewhere in the jungle. Find it and destroy it.

A top secret prototype of a new F-117 Stealth fighter has been stolen by Madman. You need to reclaim the aircraft and wipe out the drug lord's jungle base of operations.

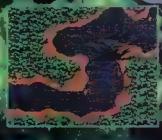
F-117 STEALTH

This enhanced F-117 Stealth utilizes a small nuclear reactor for propulsion, so refuelling is not required. Unfortunately, Soviet aircraft designers even found a method of [illegible] in the mainframe to the fuselage.

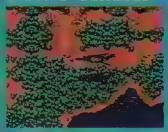


BRIDGES

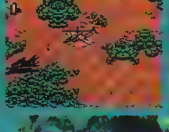
An extensive series of bridges and trails [illegible] parts of the [illegible] jungle de[illegible] Curtis Ufe. [illegible] weakest and most visible [illegible] the bridges over the meandering river.

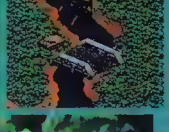


DON"T CRASH



Take out the terrorists and reclaim the plane! But don't crash - any miser bump drops this fighter out of the skies!

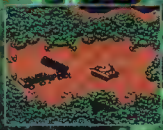




BOMBING RUN

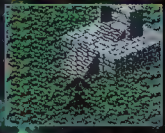
Each bridge is protected by ranks [illegible] unlimited supply of bombs to crush the armored vehicles.

PATRIOTS



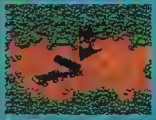
The Madman stole several trucks containing Patriot missiles during the Gulf War. Now the Madman uses the weapons to hamper the Navy's attempts to launch tactical cruise missiles at the bomb manufacturing site.

NUKE MISSILES



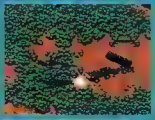
Desperate for a safe hiding spot, the Madman has dug [illegible] within the ruins of ancient temples strewn about the jungle. Bomb research continues in the hidden ruins. You have no choice. You must destroy the ancient relics before the modern world is in ruins.

SEARCH AND DESTROY



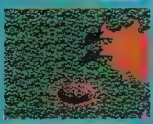
[illegible] protected by some form of sentry. Blow away the guard before you attack the battery.

TARGETED SHOT



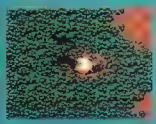
Destroying Patriots can be tricky, unless you know the weak spot. Aim for the gas tanks under the truck cab.

AT THE CORE



A reactor core rests inside this ruin. Blast away the remaining defenders.

CLEAN UP



Time is running out. Destroy the bomb part and head for the next campaign.

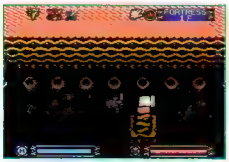
COUNSELORS' CORNER

Super NES

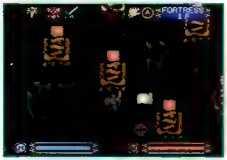
BRANDISH

HOW DO I GET THROUGH THE FORTRESS 1F PUZZLE ROOM?

Many players are confounded by a large room filled with floor switches. A sign on the wall in the room reads, "When the vibrations cease, the floor has changed. The columns are the key. Touch the Northern side." Touch any floor switch in the room, then walk to the south side of the column one step south and two steps west of the teleporter that brought you into the room.



This room has a ton of floor switches—thankfully it doesn't matter which one you touch.



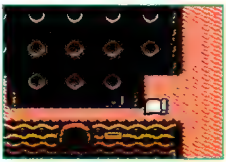
Find the lower side of the column one step south and two steps west of the teleporter.

HOW DO I SOLVE THE FORTRESS 3F PUZZLE ROOM?

The tile room in Fortress 3F is a tough maze. The sign outside the room reads, "There is but one true path." The object is to walk across the tiles in a specific order. Copy down the directions on the sign and follow them exactly. Some players are unsure as to where to begin in the tile room. From the sign, walk one space east, two south and one west. You're now standing on a tile. If you follow the directions according to the sign, you should be on your way to the end of the game!

Spend an extra moment writing down the directions on the sign. This effort can save time later!

One false step and you will start this room from the beginning. Learn from your mistakes.



This is the exact starting point of the sign's directions. Keep track of your location.

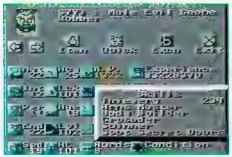
Super NES

MIGHT & MAGIC III

WHY DOES A DOOR SAY "SELECT A CHARACTER?"

Some locked doors display a message reading "Select a Character." This means that a specific person must pick the lock in order for the door to open. The best character for this job is either a Robber or a Ninja. Save yourself some game play time and frustration by always keeping one of these characters in your party.

"Select a Character" flashes on the screen whenever a lock needs to be picked.



Either a Robber or a Ninja is the best class to pick doors or chests in the game.

HOW DO I GAIN EXPERIENCE QUICKLY?

There is a method of getting quick experience, but save your game before attempting this technique. Go to an item shop in a town and fill your party members' backpacks. Then destroy any huts or wagons for experience points. If each character's item list is full, the destroyed object will reappear, and you can ruin it again. Some objects subtract experience, so be sure to check your character's points.

Need experience in a hurry? Fill your characters' item lists and look for huts or wagons.

If your characters backpacks are full, this object should reappear after you destroy it.

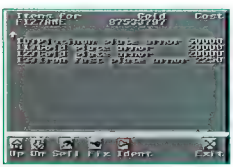
Check your characters' experience point levels—ruining some objects subtracts points.

HOW DO I BUILD UP GOLD QUICKLY?

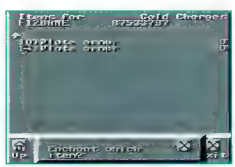
In addition to gaining gold by finding treasures or defeating enemies, there is one easy trick to raise your cash flow. Note that the technique costs 70 gems.

Have an Archer or Sorcerer cast Duplication and Enchant Item on Plate Armor. This creates Platinum Armor. Sell the enhanced Armor to any item shop.

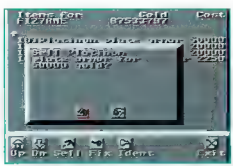
If you have the Merchant skill, you can sell the item back at the shop's purchase price.



Tired of defeating the same old monsters for gold? Try your hand at making magical armor!



You need an Archer or Sorcerer to cast Duplication and Enchant Item on a Plate Armor.

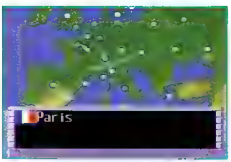


Sell the armor back to the store. Cash in big if you have the Merchant Skill!

AEROBIZ SUPERSONIC

WHICH CITIES ARE THE BEST HUBS?

Choosing an airline hub location is often the toughest and most critical decision in Aerobiz. Make it easy on yourself and pick a winning location for your business. The top five cities to start an airline in are Tokyo, New York, Los Angeles, London, and Paris. High consumer population and accessibility to a large selection of routes make these cities prime choices.



London and Paris are outstanding choices for starting your airline hub in Europe.

You can't go wrong with Los Angeles or New York if your region is North America.

WHICH ARE THE BEST AIRPLANES TO BUY?

While choosing specific airplanes depends on the era of each scenario, make it a rule to pick aircraft with good fuel efficiency and maintenance ratings. While some of these airplanes have a high purchase price, you'll save more money flying quality aircraft over a flock of fuel-guzzling lemons. Most experienced players buy Boeing and McDonnell Douglas aircraft in scenarios One and Two and switch to Boeing and Airbus planes in scenarios Three and Four.

While shopping, look for high fuel efficiency and low maintenance ratings.

Boeing and McDonnell Douglas are the two best products in the first two scenarios.

Switch to Airbus and Boeing products in the last two scenarios.

WHAT IS A GOOD INITIAL BUSINESS PLAN?

While there are several methods for attaining financial success in Aerobiz, a winning start up strategy plan is usually the same. First, buy all of the slots at your hub and purchase fuel efficient planes. Second, quickly open as many routes as possible in your region. Then focus on buying and opening routes to major cities in other regions. Third, open routes within other regions. Do not diversify into too many side businesses until your airline is well established. Quickly alter or eliminate unprofitable routes, and keep an eye on your profit margin!

Begin the game by aggressively buying out as many slots as possible at your airline hub.

Purchase the most fuel efficient planes and open as many routes as possible in your region.

Don't dump money into business ventures until your airline is producing a healthy revenue.

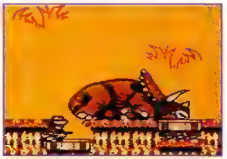
Game Boy JURASSIC PARK 2

Todd Gardiner

HOW DO I SURVIVE THE TRICERATOPS ZONE?

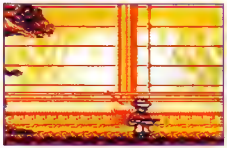
The wild Triceratops can be neutralized with grenades, but the key to survival is landing in one of the two holes on the screen. Jump into a hole and duck when the Dinosaur charges. If the hole fills up, run to the other side of the screen and jump into the other hole. Although it may look like you're getting stomped on, the dinosaur cannot hurt you if you duck.

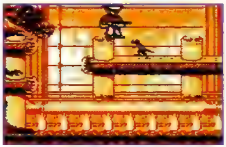
Yikes! This Triceratops is running amok! Your first priority is survival. Duck into one of the holes.

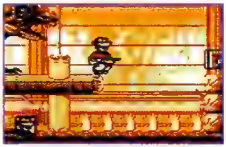

If a hole fills up, run to the opposite side of the screen and jump in the other pit.

HOW DO I PASS THE T-REX PURSUIT STAGES?

Many players think they need to recover all fifteen cards to pass the T-Rex Pursuit stages. This is incorrect. You just need to survive the stage by reaching the end at the far right of the maze. Even this is a tough task. Shoot at the small lizards that get in your way, but don't waste time taking out unnecessary targets. Allow yourself some space and time to make the critical jumps on the blocks near the end of the stage. These tough stages are short, so you won't need to memorize the route.


You can't defeat this hungry beast, so you'd better beat him in a footrace. Run to the right!


The small lizards are a nuisance, but wasting time eliminating all of them is a fatal mistake.


These critical jumps are the hardest part of the stage—put distance between you and T-Rex!

Q & A FAST FACTS

Write To
Counselors' Corner
PO Box 97033
Redmond, WA 98073-9733

NHL '95

Q: How do I erase or delete a player I made?
A: Start a new season—this erases all players you've made.

Q: What is an "illegal" trade?
A: Trading a player of one position for a player of a different position. Trades must be made for players playing the same postion.

Pac In Time

Q: I'm stuck. How do I restart a stage?
A: Pause the game and press the L and R Buttons at the same time.

Q: Can I send out a shock wave with my hammer?
A: Yes, but only in Area 30.

Q: How do I avoid getting trapped in cages?
A: Move under them as quickly as possible.

Space Invaders

Q: When do I get an extra cannon (life)?
A: When you reach 1,000 and 3,000 points.

Q: Is there an ending to the game?
A: No. It's just like the arcade.

Q: How do I get the "Alien Rainbow" show?
A: Defeat all of the enemies EXCEPT one of the ten point aliens.

MORE FUN MORPHIN

Bandai follows up its Mighty Morphin Power Rangers fighting game with a side-scrolling actioner based on the smash summer movie. The evil Ivan Ooze has invaded earth with an army of wicked warriors, lethal robots and creepy creatures. The Rangers will have to slug their way through six scary stages. Only then will they come face to face with Ivan, the vilest villain of all!

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POWER UP WITH NEW RANGERS

Like the Rangers themselves, this game emphasizes teamwork, since two players can beat the bad guys a lot easier than one. You can choose from new Rangers Aisha (Yellow), Adam (Black) and Rocky (Red), who have joined forces with Kimberly (Pink), Billy (Blue) and Tommy (White). Each has a unique fighting style.

Replenishing the Power Meter gives each Ranger a special attack.

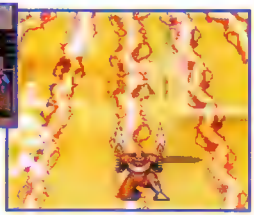
THE ACTION NEVER STOPS

Gather power by picking up lightning bolts left by defeated warriors.

The Rangers will have to run, jump, climb, snowboard, punch and kick their way to the final showdown in Ivan's mountain fortress. At the end of each stage, they'll have to defeat a particularly fiendish foe with super powers.

In teenage mode, Adam's signature attack is the lightning ball.

The wise Zordon gave the teenagers their special powers.



The Blue and Yellow Rangers have razor-sharp special attacks.

FIGHTING OOZE'S MANY STOOGES

TAKE 2

ANGEL GROVE

Ivan Ooze's evil henchmen have shattered the peace of this small town. The Power Rangers will have to fight their way through the streets and a department store before squaring off against the teleporting Mirror Maniac!

Beating the Mirror Maniac requires fast thinking and faster moves.

OOZE'S GUNNERS

The Rangers take their battle to save the world onto an aircraft carrier and into a hulking munitions factory. They'll have to watch out for machine-gun fire, mortar shells and spiders spitting glop!

Tough as steel, Cannon Top can only be conquered by numerous Ranger attacks.

SKI CRAZY

Let's go boarding, Power Rangers! After schussing down snowy slopes, the Rangers will plummet thousands of feet to a raging river, where they'll have to dodge falling boulders and fight off ferocious fish while besting Ivan's henchmen!

The fire-breathing, pike-wielding Skelerena is the Rangers' toughest foe yet

TRAIN OF PAIN

Lurking snipers and hopping mortars attempt to railroad the Rangers in this stage. After destroying the reactor that powers the train, the Rangers will continue their fight on a ruined bridge.

Magnet Brain's staff can drag the Rangers into his clutches or push them away.

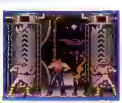
TEENAGE WASTELAND

The Rangers face skirmishes in a deserted city and a giant power plant. After battling to the top of a skyscraper under construction, they'll encounter Silver Horn, a hideous, one-eyed monster.

This electrifying evil-doer wields a bewildering arsenal of energy beams, balls and rays.

MISSILE BUNKER

The Rangers have to descend deep underground, where there's always the threat of a sudden rocket ride to outer space! A slew of electric traps makes this stage a shocking experience. Then, it's on to Ivan Ooze!



The Rangers will have to throw lots of punches to break Man Frame's glass house.

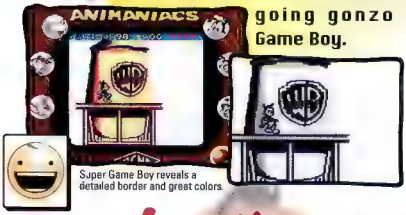
POWER-UP

KNOW WHEN TO MORPH

In two-player mode, both teens can morph if one has a full Power Meter. Let one teen pick up all the Power-Ups so that both can morph, but then wait until the pink Life Meter of one of the teens is nearly depleted before morphing. Both Rangers' Life Meters will then be automatically replenished.

THE ZANY THREE RETURN

Konami and Factor 5 have teamed up to bring you another episode of the adventures of Yakko, Wakko and Dot. This time around, the Animaniacs are going gonzo on the Game Boy.



Super Game Boy reveals a detailed border and great colors.

WHAT'S UP?

The Warner Brothers (and Sister!) are back in action. In their previous adventure on the Super NES, the Animaniacs saved the world from the dastardly doings of Pinky and The Brain. With that bit of heroism under their belts, they have decided to—what else?—open up a store. Yakko, Wakko and Dot are big film fans, so they're off in search of movie souvenirs to sell in their shop. This may seem like a thin premise for a game, but simple puzzles and cartoon-style action will keep Animaniacs fans entertained. The play control is good, the animation is smooth and the graphics are well defined. It seems strange that the characters can't crouch, which is a standard move in most adventure games. Instead of ducking, you sometimes have to switch to a shorter character to avoid danger.

The Warner siblings decide to stock their store with movie props and souvenirs. What better place to look than their own home?

Dot's kisses will soothe this savage beast!

With his paddle ball attack and ability to move objects, Yakko is probably the most versatile character.

Living up to his name, Wakko can swing a hammer with the best of them. Use it to destroy obstacles, light fuses and. well, you'll figure it out.

ON THE LOT AT WARNER BROS.

This introductory stage is short and easy, just enough to set the stage for the plot and give you a chance to sample the Animaniacs' abilities. Just hit Select to switch characters, and you'll be on your way.

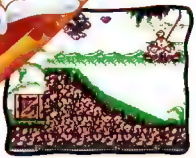
All of the action takes place on three of the studio's back lots.

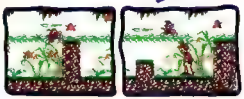
PINKY AND THE BRAIN

Did you think that there wouldn't be any enemies lurking in the shadows? Pinky and The Brain return to spoil the Animaniacs' fun. They stay hidden for much of the game, but Ralph the studio security guard, is also on the prowl.

STAGE ONE BUNGLE IN THE JUNGLE

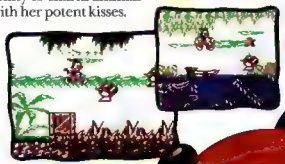
Our heroes begin their scavenger hunt on the jungle set. You'll need to switch characters often to get past various obstacles, but the puzzles are straightforward. Some players may tend to rely mostly on Yakko and Wakko, but don't underestimate Dot's ability to charm animals and people with her potent kisses.





How did Wakko get over that wall? Hint: He didn't jump! And can somebody tell me who that goofy guy is? Well, he'll be charmed to meet you!

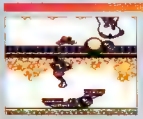
Slam the fuse to light it, then jump into the cannon before it goes off. Now THAT looks like a lot of fun!



Jump for your life! Yakko's long legs help him stay out of harm's way

RALPH

Ralph the security guard is not about to let you get the best of him! He attacks from the catwalk above the studio floor.



Wakko's hammer will send the steel ball sailing into the rafters.

Get a move on! If you get a hit, some bits of the catwalk will rain down.

When Pinky and The Brain show up, switch to Yakko and paddle away!

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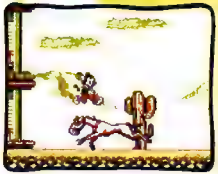
STAGE TWO
REMEMBER THE A LA MODE

When you think of classic Western heroes, you probably think of Wild Bill Hickock and Buffalo Bill—but not the Animaniacs! The Old West will never be the same with Yakko, Wakko and Dot roaming the range, scouting for rare movie treasures. Ralph is hot on their tails, but fortunately for them, the Lone Ranger he ain't!

Dodge and paddle!



Jump on Old Paint's back for a split second...

...then onto the cactus. There's a whole herd a'comin'!

If you scare Mindy off to the right, Buttons will follow her. You can then grab the apple.

Give the skull icon a whack to bring the bridge crashing down, then git along, little doggie!

Alternate between pulling and pushing to move these crates into place

Hit the blocks around the stage to activate mechanisms or make platforms appear, then backtrack and explore

RAWHIDE RALPH

Ralph's back in the saddle, and once again, it's up to Wakko to knock him off his high horse. Timing is important in this battle.

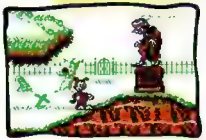
Ralph resorts to the oldest slapstick weapon in the book, the cream pie.

Hit the oven to launch a pie. Ding! Dessert's ready!

After five hits or so, he'll ride off into the sunset.

STAGE THREE
TO SCREAM OR NOT TO SCREAM

It's creature feature time, and the Animaniacs aren't the only things that go bump in the night! With a greater number of enemies and more complex mazes, this stage is a bit more challenging than the first two. You may find, however, that some of the puzzles are simpler than you first think. If a puzzle seems impossible to figure out, chances are there's a more straightforward solution you've overlooked.



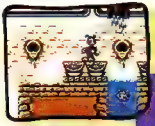
This cheery fellow turns into a bat and makes a dive-bombing run on any intruders.

If you're careless, a jack-in-the-box will send you flying back to the beginning.

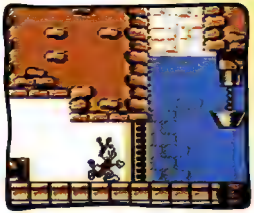
Dodge the flying bottles as Pinky blows his own horn

You can take a mental break with this very simple puzzle

Push the crate onto the water vent so you can use the button as a step



Is that Dot icon a good item to grab? Or could this be some kind of trap?

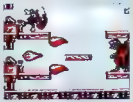


The block on the left is the drain mechanism. Push it to the left to pull the plug on this obstacle

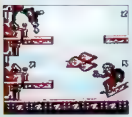
DRAC ATTACK

Yakko's jumping ability and Wakko's trusty hammer work well against this vampiric villain. Hey, where did Ralph go?

Stand on the center platform, then jump above the fire bolts.



He'll hop around a lot Hit the switch with the arrow pointing at him



If you smack the right switch, Drac will take a fall...and some damage.

PURSUIT OF PINKY

So where's the dastardly dodo in all of this? If you play in the Normal or Hard modes, a fourth stage will appear after you complete the third stage.

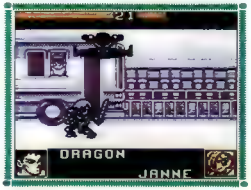
If there's one thing Ralph has, it's perseverance! He'll do his best to stop you, but the real villains finally step out from behind the scenes ready to do battle!

JET-SETTERS

If you're looking for a fun new fighting game to play on your Game Boy, World Heroes 2 Jet may be just the thing you're looking for! Takara has remastered SNK's popular fighting game and has come up with a game that is fun to play on both the Game Boy and the Super Game Boy. The graphics and animation have been well crafted, so that they're colorful and entertaining on the Super Game Boy, and still easy to see when you take the game on the road. One of the best features of this game is the Two-Player option in the Super Game Boy version.

OTHER WORLD HEROES

If you're a fan of the original World Heroes game, you'll be happy to see that many of your favorite characters have returned for the sequel. Along with the veteran fighters, there is an entire army of new combatants for you to master. Many of these new fighters have special new moves, so this game will require as much practice as the original if you plan on becoming a World Heroes master. All of the new characters have their own strengths and weaknesses, so with practice, you should be able to counter any of the other characters you'll face.



World Heroes 2 Jet has a wide range of fighters to choose from, keeping the action fresh and fun.

TRAINING

Because World Heroes 2 Jet has so many new characters, it is only natural that Takara should include a Training Mode so you can learn new moves. While it isn't any easier to beat your opponents in the Training Mode, you can choose both your character and your opponent, so you can continue practicing until you do manage to beat them. It is a very good idea to try out your best moves before you enter the tournament.

TOURNAMENT MODE

Entering the tournament in World Heroes 2 Jet is quite different from entering tournaments in other street fighting games. In most fighting games, you square off against one opponent at a time in a best-of-three round match. In this game, you square off against three opponents, each in a sudden death match. If you beat two of the three opponents, you'll progress to a new tournament, where you'll face three more fighters. Each successive match becomes increasingly difficult, so only the best fighters complete the entire tourney!

1st Stage

It is easy to enter the first tournament, but you'll need to improve your skills if you want to make it into the later events.

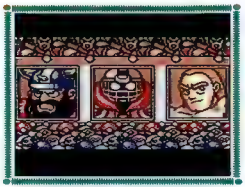
2nd Stage

You'll face three different fighters in single-round bouts. You only have one chance to beat a fighter, so use your best moves.

3rd Stage

You don't need to win all of the matches to advance to the next round, but every win helps!

4th Stage

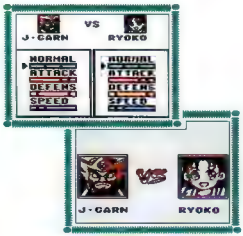


You'll face the toughest fighters in the last few stages of the tournament, so be ready for the fight of your life!

TAKE 2

VERSUS MODE

If you would rather pick on your friends than the computer, check out the Versus Mode of the game. If you have a Super Game Boy, you can play a two-player competition with only one Game Pak!



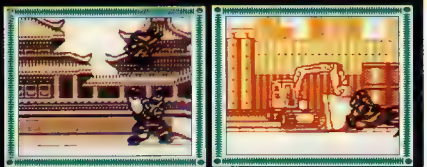
FIGHTERS

There are 16 different fighters in World Heros 2 Jet, each of them with different moves and tactics. With so many different characters, it would be impossible to show them all.

POWER-UP

Practice Makes Perfect

If you're having trouble mastering all the special moves, try practicing your attacks in the two-player game. After beginning a two-player match, leave the second controller alone, then take your shot against a defenseless opponent! You won't need a second Game Pak to access the two-player mode as long as you have a Super Game Boy and a Super NES.



PLAYER'S POLL CONTEST
THAT'S EXERTAINMENT!
GET THE TV
GET THE GAME
WIN THE BIKE
GET A SUPER NES
GRAND PRIZE
WIN A COMPLETE EXERTAINMENT SYSTEM
FROM LifeFitness
PLUS A 27" TELEVISION
AND A SUPER NES

SECOND PRIZE

LIFE FITNESS EXERTAINMENT JACKETS

FIVE WINNERS

BUTTERY SOFT LEATHER SLEEVES...

...COOL EMBROIDERY.

THIRD PRIZE

NINTENDO POWER T-SHIRTS

MARIO AND YOSHI EMBROIDERED.

50 WINNERS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 74, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL.74
P.O. BOX 97062
REDMOND, WA 98073-9762

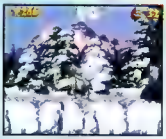
One entry per person, please. All entries must be postmarked no later than August 1, 1995. We are not responsible for lost or misdirected mail.

On or about August 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after August 31, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will receive a Life Fitness Exertainment System, including a Lifecycle, an Exertainment Module and a Program Manager/Mountain Bike Rally Game Pak, as well as a 27" television and a Super NES. The Winner must provide a written release to NOA. Estimated combined value of all prizes is $2,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

The Power Players' A-R-E-N

POWER CHALLENGE DONKEY KONG COUNTRY



Can you grab 500 gold bonus statues in 99 seconds? How about 525 using EnGarde? Select any of the four Donkey Kong Country bonus characters and take your best shot. The trickiest part of this challenge is recording your accomplishment with a photo. Since the total number of statues flashes on the screen when you run out of time, have a friend or family member take several carefully timed snapshots. The top five scores for each of the four bonus stages win Power Stamps! Need practice? Check out the "Diddy" Bonus Stage Code on page 56 of Nintendo Power Volume 68!

POWER CHALLENGE NHL '95

Hockey Season is over and new names are etched on the Stanley Cup. How did your NHL '95 team do this year? Show off your skills and send your records into the Arena! Awards will be given to best season winning percentage, most goals, and highest number of saves in a game. The top five scores for each category skate away with Power Stamps.

There are three records screens in NHL '95. Pick the best and submit your killer accomplishment. Check the competition into the boards!

POWER CHALLENGE SUPER STREET FIGHTER II

Sonic Boom! Yoga Flame! Ha-Dao-Ken! Send your computer opponent reeling to the floor as you go for the most outrageous Super Street Fighter II score! Select Super Battle mode, pick your fighter and battle your way around the world. For eligibility, you must photograph the RANKING screen. The top ten astronomical scores win Power Stamps!

Mail in your fighting best. Remember to photograph the Ranking screen—not the ending of the game.

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than August 20, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733

This is a clear photo and an AWESOME score, but the entry is disqualified because the SNES is not included in the picture. Why do we need a photograph of the score AND the control deck? Some people try to cheat with cheap game enhancement devices. The Arena is for players who want to show off their true talents.

CHEATING IS LAME!

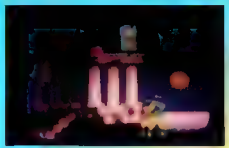
KIRBY'S AVALANCHE
Beat 223,540 on practice mode

Matthew Najo 3,026,922
Chicago, IL
Frederic Busque 285,557
Pintendre, PQ

POWER CHALLENGE

THIS MONTH'S WINNERS FOR:

HUH?



Focus! Focus! This is either Battle of Olympus or a slide of someone's vacation in Greece.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!) If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

Jesse Born, Kenton, Ohio. Awesome Shot!

NBA JAM
TOURNAMENT EDITION
Top ten blowouts with a one-player Rookie Team!

Chris Kuehn 400-31
Peoria, IL

Ruben Mendez Jr. 319-2
Rancho Cucamonga, CA

Richard English 278-9
Lakewood, CA

Trey Fagg 278-10
Alvin, TX

Jeffrey Kelly 265-4
Lilburn, GA

Derek Broyhill 285-31
Grand Rapids, MI

Michael Boyle 281-38
Holland, PA

Brian Griffin 263-25
Burke, VA

Louis Rizzuto 249-20
Wyomissing Hills, PA

Michael Hermann 244-20
Cleveland, OH

MORE POWER CHALLENGES

KIRBY'S DREAM COURSE
Lowest Score on Course Eight

Matthew Wach 14
Davenport, IA

Greg Graham 25
Arthur, IA

Michael Lasky 26
Reseda, CA

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

JULY 1995

ANIMANIACS

Game Boy

Company.....Konami
Release Date.....July 1995
Memory Size.....2 Megabits

The crazy action of the Animaniacs cartoon comes to Game Boy in an action game filled with puzzles.

Konami has created a less demanding Animaniacs game than the Super NES title that was released earlier in the year. That's okay since this Animaniacs is better suited to the young audiences of the TV cartoons. As one of our testers put it, "You go along until you come to a puzzle, then go along some more until you reach another puzzle." The game doesn't demand lightning fast reflexes, and gamers will have to switch between the three crazed cats to select the best of the Animaniacs for a given task or area. Sometimes you must use the cats in tandem to achieve your goal. Each of the characters has a special attack or tool: Wacko uses a hammer, Yacko has a paddle, and Dot charms her enemies with a smooch. As in every adventure with the Animaniacs, Ralph the guard is never far away and you can bet that Pinkie and The Brain are behind all the trouble. Look to this month's review for more Animaniacs mania.

Easy to learn and play.

Not very challenging. Slow. (A dash option would have been nice.)

DONKEY KONG LAND

Game Boy

Company.....Nintendo
Release Date.....July 1995
Memory Size.....4 Megabits

Donkey and Diddy debut on Super Game Boy with an awesome ACM, action romp.

Rare's ACM techniques work miracles at the Game Boy level just as they do on the Super NES. Donkey Kong and Diddy Kong launch into an entirely new adventure with spectacular Super Game Boy graphics and music. The amazing part of DKL is that Rare was able to take high-end rendered animation and reduce it to a palette of four colors. This really is incredible stuff. As for the game, expect the play style to be similar to that of Donkey Kong Country. Forty-six bonus areas are hidden throughout the games' 30 regular stages. You'll also have to battle four bosses. The maps in DKL are all new and several backgrounds never even appeared in the Super NES game. Some of the coolest new characters include flying pigs and a nautilus shell named Nemo. This month, Nintendo

Power gives players the winning strategies for barreling through Donkey Kong Land.

Great graphics and excellent play control. All new stages. Battery backed-up memory.

No two-player option.

HANNA-BARBERA'S TURBO TOONS

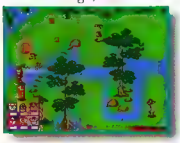
Super NES

5-PLAYER

Company.....Allan Ltd.
Release Date.....July 1995
Memory Size.....4 Megabits

Yogi Bear and Huckleberry Hound challenge you and your friends to a foot race on the Super NES.

With 30 tracks and a host of Hanna Barbera's most famous cartoon characters, against which to race, Turbo Toons presents an unusual game with familiar faces. The basic idea is to charge around a single screen race course with their choice of Top Cat, Quick Draw McGraw, Yogi Bear, Snagglepuss, Hong Kong Phooey, or Huckleberry Hound. Each character has some special advantage, such as Huckleberry Hound's great cornering ability or Quick Draw McGraw's top end speed. This game is really intended to be a multi-player experience. The one-player mode is less than satisfying. The real challenge comes from learning how to block opponents and use items that appear on the race course. Strategies include stunning other racers, using your Turbo power wisely, and using Power-Up crystals. Turbo Toons isn't for everybody, and the theme is certainly young, but if you have a multi-player adapter, it can be a fun race.



Characters look like their famous cartoon counterparts. Multi-player mode.

Simple AI and boring one-player mode.

HEAD-ON SOCCER

Super NES

MULTI-PLAYER SIMUL

Company.....U.S. Gold
Release Date.....July 1995
Memory Size.....16 Megabits

Boot up U.S. Gold's multi-player arcade-style soccer game.

There may be a lot of soccer games out there for the Super NES, but there aren't many featuring multi-player action like U.S. Gold's Head-On Soccer. High-speed and special signature moves result in more of an arcade feel in Head-On Soccer. Options include setting the period time from one minute to 15 minutes, choosing from three levels of difficulty, and playing in Tournament or Exhibition Mode. In the one player tournament, fifty-one international teams compete for the world title. Two players can face off or play cooperatively while four players take the field on two teams of two. Cooperative play can be difficult due to the automatic switching, which doesn't necessarily switch you to the most logical character. One innovation of Head-On is the ability to leap forward in order to head the ball—a great technique if you can make use of it. This month's Sports Scene takes you down to the pitch.

Fast action. Multi-player. Passwords. Heading.

No down field radar or indicator to show locations of team-mates off the screen. Poor switching AI in multi-player mode

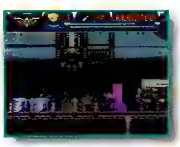
JUDGE DREDD

Super NES

Company.....Acclaim
Release Date.....June 1995
Memory Size.....16 Megabits

The future looks pretty bleak for criminals now that Judge Dredd is on their case with his tools of justice—a gavel and a fistful of grenades.

Acclaim comes through again with another top-notch game based on an action movie. In this case, Judge Dredd with Sylvester Stallone, provided the basis for an action-adventure developed for Acclaim by Probe. The development team recreated the dark, futuristic world of the movie, giving the game a brooding feel. Enemies leap out of shadows and hidden areas can be discovered by players willing to face a little peril. In each of the 12 large stages, Dredd must complete a primary mission and a secondary mission. Information is available from computer terminals within each stage. You'll also be able to pick up a wide array of weapons and grenades. Dredd himself has lots of moves, including an overhead swing that keeps him moving safely above traps and enemies. The hanging judge also has the ability to fire shots in eight directions. The enemies, at least some of them, don't have the stomach to face up to a judicial juggernaut like the Judge. They'll give up



when you lay down the law with a spray of hot lead. If you arrest these hoodlums, instead of exacting punishment on the spot, you may find extra supplies or weapons. This month, Nintendo Power puts Judge Dredd on trial. Consider yourself summoned.

Excellent graphics, animation and sound. Good play control and game design. A good mood setter. Fun and challenging.

Dredd should have more interaction with the criminals rather than simply shooting them. Movement in and around some areas, such as ladders, requires precision.

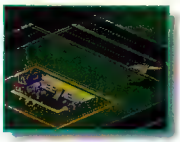
JUNGLE STRIKE

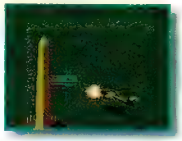
Super NES

Company.....Electronic Arts
Release Date.....July 1995
Memory Size.....16 Megabits

Electronic Arts' excellent series of chopper combat continues on the Super NES.

The scenario for this game may be a little closer to reality than the designers planned. Action begins in Washington D.C. with terrorists holding several landmarks around the city. A notorious South American drug lord commands the terrorists and orders their destructive acts. After cleaning up the capital, you'll head south to clean up the jungle. As in Desert Strike, you are the pilot of the attack helicopter, but you have a co-pilot who mans the winch and guns. The skill of the co-pilot adds considerably to your success. Unlike previous games in the Strike series, Jungle Strike also puts you on the ground and in the water for missions with a motorcycle and hovercraft. The play, whether on the surface or in the air, consists of blasting enemy targets, rescuing POWs and gathering supplies to keep you going. The three-quarter view maps give the world a wide-open feeling in which you have total control. Don't miss Power's foray into the jungle in this month's combat review.





Challenging. More variety than previous Strike games. Excellent control.

Limited strategy. Graphics are unexceptional.

KYLE PETTY'S NO FEAR RACING

Super NES

Company.....Williams Entertainment
Release Date.....June 1995
Memory Size.....24 Megabits

The NASCAR circuit comes home with a challenge from Kyle Petty.

Kyle Petty's No Fear Racing from Williams Entertainment puts you in control of a NASCAR racing team for a season or a day. You begin a single race by choosing from one of 28 tracks around the nation. Next, customize your stock car for increased performance and prepare your pit with a crew chief and changes of tires. You can even select the number that appears on your car. Once you're on the track, you must drive full out, avoid oil slicks, make smart use of the pits and steer clear of trouble. The behind-the-car view gives you an excellent perspective on the action all around your car. And you'll need it since the computer drivers are unpredictable and liable to slam into you at any time. Strategy is limited to staying on the inside curve and using your supply of Nitro wisely. The best part of the game is the Custom Track feature. You can build your own race track, complete with scenery, then race on it. Kyle Petty also has a two-player split screen option. This month's Sports Scene takes a look under the hood.

Custom Track option. Two-player mode. Banked turns. Lots of tracks.

Simple strategy. Unrealistic car controls and motion.

MIGHTY MORPHIN POWER RANGERS—THE MOVIE

Super NES

Company.....Bandai
Release Date.....June 1995
Memory Size.....12 Megabits

Can Rita Repulsa, Lord Zedd and the horrible Ivan Ooze stop the Power Rangers? Not if you're at the controls.

Mighty Morphin Power Rangers—The Movie lets you and a friend adopt the role of your favorite Power Rangers in a fight to save the planet. Through seven levels of Double Dragon-type action, you'll slug and punch your way toward justice. The most unique element of the game is that your Ranger can leap between a foreground

and background level. You'll begin the game in the Teenager Mode with characters: Billy, Tommy, Rocky, Kimberly, Aisha or Adam. If you're in trouble, transform into Ranger Mode. A second player can join in at any time during the game, adopting one of the remaining five Rangers. Each Teenager and Ranger has a special move, but all of the characters can perform some cool stunts like hanging from signs. Power Ranger fans can't afford to miss the review in this month's Power.

Good graphics and Power Ranger music. More challenging than you might expect. Two-player option.

Can't always tell if enemies are on the foreground or background track.

NHL HOCKEY '95

Super NES

Company.....Malibu
Release Date.....July 1995
Memory Size.....4 Megabits

Another EA Sports classic comes to Super Game Boy thanks to Malibu and the developers at Probe.

Malibu's latest Super Game Boy version of a classic EA Sports title proves that you can do a lot with a Game Boy game if you work within the limitations of the system.

The basic features include Regular Season mode, Playoffs, best of seven series and shootouts. All the NHL franchises are represented, but not the players. The graphics, especially on Super Game Boy, look remarkably good, but the slow frame rate makes the action seem choppy. You can get used to it and have some fun, but the slow speed will turn off some players. This game is better suited to a regular session on Game Boy. The smaller characters seem to move smoothly and the large puck can be seen at all times. Even without color, the Game Boy graphics look good on this game. If you like hockey, and you like to travel, be sure to check out NHL Hockey '95.

Good graphics (but animation is choppy). Good options. NHL license.

Slow action. No two-player option.

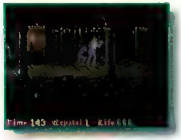
NOSFERATU

Super NES

Company.....Seta
Release Date.....July 1995
Memory Size.....16 Megabits

The Prince of Darkness will haunt your dreams when you play Nosferatu.

Nosferatu takes you into the shadowy home of Dracula and his blood-sucking creatures of the night. So why are you determined to pass through the most terrifying castle in the world? Well, your love has been taken there and only you can come to the rescue. Seta's long awaited action game includes action, fighting and puzzle-solving. If you've played Prince of Persia, the animation and play control functions in this game will seem familiar. But Nosferatu improves on Prince of Persia in almost every respect, including graphics and sound. The six stages end with boss battles, but to reach those gruesome guardians you must first navigate past dozens of traps and defeat minor enemies. Keep a lookout for the subtle effects and animations that add so much flavor to the game. This month's review will give you a taste of the horror.



Excellent animation. Good play control. Fun. Challenging.

No save feature.

RHI ROLLER HOCKEY

Super NES

Company.....American Softworks
Release Date.....April 1995
Memory Size.....16 Megabits

Hockey on wheels looks and plays a lot like hockey on ice...and there's a reason for it.

American Softworks purchased the game engine for Brett Hull Hockey '95 from that game's developer, Radical Entertainment, and converted it into this roller hockey title. Although American Softworks made several changes in the game, most of them are very subtle. The play is virtually identical to the original

Accolade game except for the play-by-play announcing of Al Michaels. The teams represented as RHI teams are in NHL cities and the uniforms conform to the NHL teams from those cities. The perspective on the arena uses Mode 7 to move you up and down the rink smoothly. Passing and shooting are intuitive and sharp, just as in Brett Hull Hockey '95. The turning radiuses for the skaters have been reduced slightly in RHI to model in-line skating more accurately. Even the skating surface looks like ice since the RHI specifies that matches take place on white concrete. Hockey fans should be aware that this game is a clone, especialy if they already have Brett Hull Hockey '95.

Good play mechanics and graphics.

Doesn't have the licenses that add an extra spark to Brett Hull Hockey '95. The original game engine was designed for ice hockey, not roller hockey.

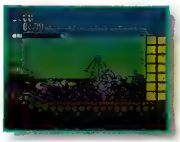
SWAT KATS

Super NES

Company.....Taito
Release Date.....July 1995
Memory Size.....16 Megabits

The SWAT KATS are on the case, and no hairball is going to stop them.

The SWAT KATS swagger into a side-scrolling adventure that gets broken up with areas of Mode 7 shooting. The combination of game modes keeps things interesting, as does the colorful graphics and non-stop action. Unlike most side-scrolling action games, you can clean up the criminals in the area of your choice rather than pass through the game in a linear sequence from stage to stage. The Hanna Barbera characters look good, but there is little comic feel to this blast-fest. KATS fans won't want to miss our Take 2 review this month.



Good graphics, lots of action.

Not very challenging.

SYNDICATE

Super NES

4-PLAYER CO-OP

Company.....Ocean
Release Date.....July 1995
Memory Size.....8 Megabits

Cyborg agents circle the globe in a unique, multi-player action adventure from Ocean.

What do you do when a band of malfunctioning cyborgs runs amok? Who're you gonna call? Where will you run? Those questions are the keys to Syndicate from Ocean, an unusual multi-player action/strategy game that plunges you into a stark future where robots and androids are held in check by gunfire rather than root commands. Each player controls one of four Syndicate agents on missions aimed at stamping out a wide range of cybercrimes. The field of play—typically a three-quarter view section of a town—is full of innocent bystanders as well as bad cyborgs, robots and people. Your most difficult job is to determine who's good and who's not. Even more difficult is the process of learning how to control all the options between missions. Once you learn the rules, you'll find a richness to Syndicate that makes it more than just another shooter. If playing Syndicate as a one player game, you can move one agent or all four together. After completing the first mission, move on to tackle missions anywhere in the world. Read the mission briefing, then outfit your team with weapons and enhanced cybernetics. The PC version of Syndicate has been receiving a lot of attention, but the Super NES game captures all the excitement and challenge. If the control fuctions were more intuitive, this would be a great game. As it is, cyberpunk fans should check it out.

Both action and strategy required. Great music.

Small character graphics. Slow learning curve. At times you can't see your character. Difficult control.

WORLD HEROES 2 JET

Game Boy

Company.....Playmates
Release Date.....July 1995
Memory Size.....4 Megabits

A tournament fighter and much more for Super Game Boy—World Heroes 2 Jet breaks the mold.

Sixteen characters stand ready to battle for world supremacy in Playmates' World Heroes 2 Jet. Playmates picked up this Super Game Boy enhanced fighter from the masters at Takara—a shrewd move because this is a cool little game. In many ways, World Heroes 2 Jet is better than the Super NES World Heroes. The one-player tournament takes a different approach from most tournament fighters. Each day in the five day tournament, three opponents square off against you. You fight each opponent in a single round and your record against the three determines if you proceed. The fighters range from bizarre characters like Mudman to traditional martial arts experts like Dragon. Moves include dashes and a fake KO in which you play dead. Cool special moves spice up the fight and some are fairly easy to perform, plus the animation is great. If you're playing on the Super Game Boy, you'll forget that World Heroes 2 Jet was meant to be portable. You can play the two-player option on the Super NES and Super Game Boy, which means you won't need a second Game Pak. You can also play using two Game Boys, two Game Paks and a Game Link. Options include three levels of difficulty, time limits, scenery and music select. This month's review covers it all.

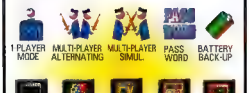
Excellent graphics and use of Super Game Boy enhanced mode.

Not very challenging as a one-player game.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	ESRB RATING	GAME TYPE
ANIMANIACS	3.2	3.2	3.1	2.9		K-A	ACTION
DONKEY KONG LAND	3.4	3.3	3.5	3.5	✪☆☆✳★	K-A	ACTION
HANNA BARBERA'S TURBO TOONS	3.0	3.2	2.8	3.0		K-A	FOOT RACE
HEAD-ON SOCCER	3.2	3.1	3.2	2.9		K-A	SOCCER
JUDGE DREDD	3.4	3.7	3.3	3.3	✪★★	T	ACTION
JUNGLE STRIKE	3.0	3.1	3.3	3.1	★☆	K-A	COMBAT
KYLE PETTY'S NO FEAR RACING	3.4	3.0	2.9	2.9		K-A	AUTO RACING
MIGHTY MORPHIN POWER RANGERS —THE MOVIE	3.0	3.3	2.89	2.6		K-A	ACTION
NHL HOCKEY '95	3.0	3.1	2.8	2.8		K-A	HOCKEY
NOSFERATU	3.8	3.1	3.8	3.8	✪☆★	K-A	ACTION
POWER INSTINCT	3.4	3.4	2.9	2.9		T	TOURNAMENT FIGHTING
RHI ROLLER HOCKEY	3.3	2.8	2.8	3.2		K-A	ROLLER HOCKEY
SWAT KATS	3.3	3.2	2.8	3.0		K-A	ACTION
SYNDICATE	2.9	2.5	3.4	3.5		K-A	ACTION
WORLD HEROS 2 JET	3.1	2.9	2.7	2.9		K-A	TOURNAMENT FIGHTING

ICON KEY



Editors

If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

- ✪ **Scott**....Sports, Simulations, Adventures
- ★ **Leslie**....RPGs, Puzzles, Adventures
- ☆ **Jeff**.....Action, Sports, Fighting
- ✷ **Jon**.....Fighting, Simulations, RPGs
- ✳ **Dan**.....Action, Adventures, Puzzles
- ☆ **Terry**....RPGs, Simulations, Sports

IDSA Ratings:

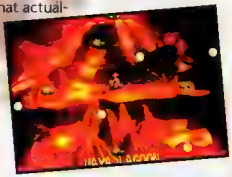
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include:EC=Early Childhood, K-A=Kids to Adults, T=Teen(13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

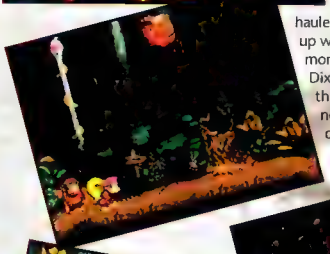
PAK WATCH

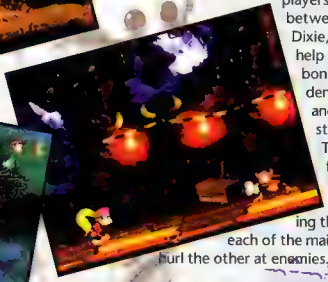
THE *INSIDE* SOURCE ON FUTURE GAMES

DONKEY KONG COUNTRY 2

The world was swept away with Donkey Kong Country last year. With seven million copies sold worldwide in six months, it is the biggest video game hit ever. This November, the world will be ready when Donkey Kong Country 2: Diddy's Kong Quest reaches the stores...or will it be ready? (The title screen below shows an early version—it was taken before the name changed.) Rare has done an even more stupendous, eye-popping, jaw-dropping job with the ACM techniques. DKC 2 features new effects like moving hair courtesy of Alias's latest version of PowerAnimator™. (When was the last time you saw hair on a video game character that actually looked and behaved like the real thing?) Obviously, the Super NES is still a match for any video game system. As for the story, K. Rool's Kremling cronies have captured Donkey Kong, hauled him off to their island hideaway and locked him up without any bananas...the swine! Now is Diddy's moment of truth. The little ape and his new friend, Dixie Kong, track a trail of bananas from a pirate ship through swamps, haunted forests, bee hives, volcanoes—they even brave a roller coaster. The game design follows the same rules set down in DKC: players can switch between Diddy and Dixie, animal friends help in certain areas, bonus areas are hidden everywhere, and bosses wait at strategic points. The game also features some cool new moves including the ability of each of the main characters to hurl the other at enemies.





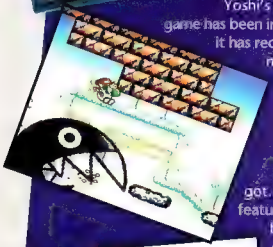


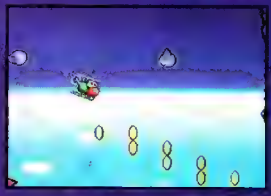
PAK WATCH

EXCLUSIVE

FIRST LOOK

Nintendo didn't put all of its eggs in the E³ basket, as the appearance of Yoshi's Island proves. This new Super Mario game has been in the works for well over a year, but it has recently gone back to the art department for a face lift, and what a lift it got. The comic style graphics are truly unique and feature more animation than you can believe including animated foregrounds. The game play involve Baby Mario riding around on his trusted Yoshi. Yoshi is the active partner. You can stomp enemies, slurp them up, or shoot eggs with a completely new aim and fire technique. If young Mario loses his seat on Yoshi's back, you'll have a limited period of time to catch the youngster and continue the adventure. October second is the scheduled debut date for this innovative and totally fun game. Mark it on your calendar, because this is one game no one will want to miss.





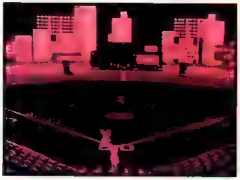
SUPER MARIO WORLD 2

NINTENDO

VIRTUAL LEAGUE BASEBALL

KEMCO

The first screen shots ever of Kemco's Virtual League Baseball show the Japanese version of the game and an early American version. The major difference in the U.S. version will be the appearance of the baseball players. As you can see, the characters in the American version will be taller, slimmer, and more realistic. The viewpoints should remain the same in both games, zooming from home plate during batting and pitching to a higher view for fielding. Kemco plans to release Virtual League Baseball as one of the earliest Virtual Boy games, probably in late September.



Incidentally, Nintendo Power has acquired a special screen capture system for Virtual Boy. The images shown here show one of the two arrays (or screens) that make up the stereoscopic 3-D image of the game. Shots taken using both arrays look blurry. Although all the elements of the screen appear in their proper places, you should keep in mind that the actual Virtual Boy image is three dimensional with very sharp contrast that can't be reproduced on paper.

PAK WATCH EXCLUSIVE

FIRST LOOK

The long awaited return of Ninja Gaiden is not exactly what we'd hoped for, but it certainly brings back memories. Tecmo's Ninja Gaiden Trilogy recreates the three classic action games from the NES instead of bringing fans a new adventure. The three games will all appear on one Game Pak, but don't expect stunning Super NES graphics and effects. Although the games have received some enhancement, according to Tecmo, for the most part they look like the original games. For fans of the Ninja Gaiden series, of which we count ourselves as

Pak Watch, the chance to slash and wall-climb our way to glory one more time was great. If you've never played a Ninja Gaiden game, expect intense action and great challenge in a side-scrolling action game. The Ninja Gaiden series ranks up there with action classics like Castlevania and Metroid at the top of the NES library. Tecmo hopes to have the triple Pak out by late summer.

NINJA GAIDEN RETURNS

TECMO

BATMAN FOREVER

Two-player cooperative action. Motion-capture technology. The Riddler. Two-Face. Bat toys. Computer rendered, interactive backgrounds. Sixty plus stages in eight levels. What else do you need to capture the movie event of the summer in a video game? How about some hot pics of Batman and Robin. Acclaim promises to release the game this August, but it may be a close call. At press time for this issue, the game was still far from being finished. But never underestimate Acclaim. They almost always spend the time necessary to make a good game and release it on schedule.

Acclaim

MUTANT CHRONICLES

For those of you who have been wondering what ever happened to Mutant Chronicles from Playmates, rest assured that the alien menace is on its way. Mutant Chronicles for the Super NES is based on the futuristic role-playing and card games of the same name. The Playmates game contains 18 vertically and side-scrolling levels of maximum carnage. Your Doomtroopers hunt down the Dark Legion forces in areas ranging from Venus to the tenth planet, Nero. With tons of weapons and constant action, this game should be ready for release this fall.

WILDC.A.T.S.

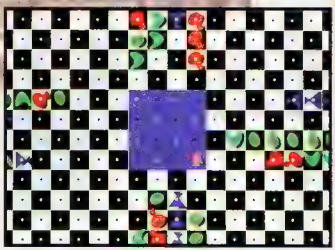
COVERT-ACTION-TEAMS

PLAYMATES

Playmates will release its first exclusive Super NES title this fall: WildC.A.T.S., which is based on Jim Lee's comic book. The story involves aliens trying to take over the world and a team of three superheroes called the WildC.A.T.S. To finish the game, you must use all three characters to complete each of the 11 stages of Final-Fight-type fighting action. The graphics look cool and the characters are huge.

ZOOP

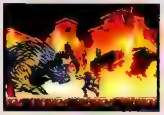
Addictive puzzle games like Tetris tend to breed clones that look similar even when the game play varies. But Viacom is betting on a unique twist to the action puzzle genre that may seize the minds of puzzle players and hold them captive. Zoop borrows the ideas of stacking puzzles like Tetris, places the stacks on all four sides of a shape-shooter and challenges players to keep up with the action. Featuring funky graphics and sharp play control, Zoop should be released early this fall.



viacom new media

CASTLEVANIA DRACULA X

It's here and it's great. Castlevania fans won't have much longer to wait now that *Castlevania Dracula X* has been received for approval at **Nintendo of America**. August should be the month to start cracking your whip. The game plays like its predecessors, with appearances by familiar enemies like the whip cracking skeletons and flying Medusa heads, but enhanced graphics such as terrific flame effects add a classy feel, and the adventure is all new.



CUTTHROATS

Cutthroat Island—the swashbuckling movie—is on its interactive way to the Super NES this fall. The early version we saw at E³ had some fun sword fighting action, but most of the backgrounds were incomplete and the action was limited. As for the game, it takes place in a setting of Caribbean swashbuckling with ships, pirates and stolen treasure. Game play is expected to be non-linear and the swordplay could be interesting, too. Instead of hack-and-slash, the sword fights are fencing-type battles with parries and thrusts.

TECMO PLANS FOR THE FUTURE

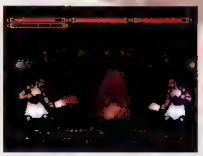
Tecmo doesn't want to get caught short as they did last winter with *Tecmo Super Bowl II: Special Edition*, when lots of fans couldn't find the game in stores. This time, Tecmo is taking reservations for the October release of *Tecmo Super Bowl III: The Final Edition*. Retailers will have forms on hand for players to fill out. The Reservation/Deposit form will help Tecmo make sure that everyone who wants the game will get it. The non-refundable deposit (which is determined by the retailer) will ensure that you receive a copy in Tecmo's priority shipment. If you need a copy of the Reservation/Deposit form, check out Nintendo Power Source in America Online or our Web site at WWW.NINTENDO.COM and download the form. Until the ship comes in with the new Tecmo game, we have the first look for you right here and right now.

POWER SOURCE SUMMER CAMP

Nintendo Power Source will be the place in cyberspace to be this summer when the Power Source Summer Camp begins later this summer, probably in August. Cyber campers will take part in games and learning activities, plus they'll be able to chat one-on-one with some of the stars of the video game industry. Some of the activities that are planned include an Infohighway Rally, art contests, camp game counselor outings, etc. One great thing about the Power Source Summer Camp will be that you never have to leave home but you can still meet new friends who are also into video games. The *best* thing: no mosquitos!

DRAGON: THE BRUCE LEE STORY

Bruce Lee, the martial arts master and actor, leaves Hong Kong for America in the '60s to make his mark. He did that, but his game may not. **Acclaim** picked up this tournament fighter from **Virgin Interactive**. The graphics seem pretty flat and the moves, initially, also seem flat. That's too bad because the game has hidden depths. Some of the most crazed fighting fans at Nintendo think Dragon is wolf in sheep's clothing. Dragon should be in the stores by September when Power will take a closer look.



ROBOTECH PEEK

Robotech, the Nintendo Ultra 64 game from GameTek, continues to look better and better. The most recent video clips sent to us from GameTek show great animation in a realistic, 3-D city with the transformable Veritech fighters stomping through flaming city streets then shifting into flight mode and shooting away. The cockpit view will probably be the dominant perspective during the action parts of the game, with stunning cinematic sequences conveying story elements.

NEWS FROM HQ

The news from **T*HQ** is first, *The Mask*, and second, *Urban Strike*. The most recent version of The Mask, arrived just prior to our press date, so we dropped everything and plugged the game into our Super NES. Our first impression was that the game features great animation and a really huge variety of moves. Many of the signature scenes from the movie have counterparts in the game, including the tornado and the fistful of guns. The character animation captures the crazed feeling of the film, as well, with many of Jim Carey's antics being portrayed as basic moves in the game.

Urban Strike may turn out to be a major surprise. We first saw this Super NES combat game in its raw form at E³. Now, three weeks later, many improvements have been added and it is looking awesome. **Electronic Arts** always based its Strike series games on the low end Genesis platform and made good, if not greatly enhanced, Super NES versions. Now sublicensed to T*HQ, the game is being developed at Black Pearl, and quite clearly they have decided to make use of the Super NES's superior graphics and sound capabilities. The level of graphic detail is striking, from the helicopter's animation to the appearance of vegetation, buildings, vehicles and people.

RELEASE FORECAST

Super NES

Batman Forever	Fall '95
Battletech	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Summer '95
Breath of Fire II	Fall '95
Castlevania Dracula X	Fall '95
Cutthroat Island	Fall '95
Donkey Kong Country 2	Fall '95
Doom	Fall '95
Earthworm Jim 2	Fall '95
FireTeam Rogue	Summer '95
Frank Thomas: Big Hurt Baseball	Fall '95
Head On Soccer	Summer '95
Izzy's Quest for the Olympic Rings	Fall '95
Judge Dredd	Summer '95
Jungle Strike	Summer '95
Kid Kirby	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Ninja Gaiden Trilogy	Fall '95
Oscar	Summer '95
The Phantom 2040	Summer '95
Primal Rage	Summer '95
Realm	Summer '95
Revolution X	Fall '95
Syndicate	Summer '95
Tecmo Bowl III: Final Edition	Fall '95
Tecmo Secret of the Stars	Summer '95
WeaponLord	Summer '95
Whiz	Summer '95

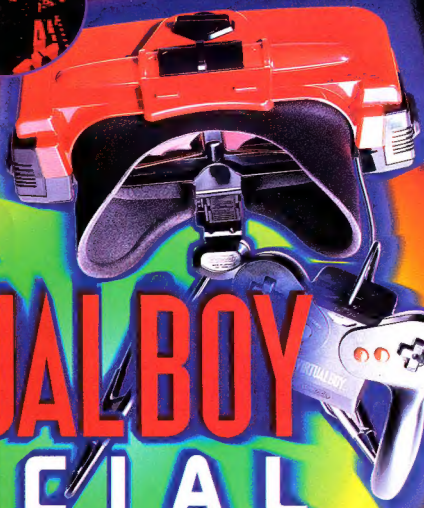
Game Boy

Aladdin	Fall '95
Animaniacs	Summer '95
Asteroids/Missile Command	Summer '95
Centipede/Millipede	Summer '95
Donkey Kong Land	Summer '95
Galaga/Galaxian	Summer '95
Earthworm Jim 2	Summer '95
Judge Dredd	Summer '95
NBA Jam Tournament Edition	Summer '95
NHL Hockey '95	Summer '95
Return of the Jedi	Fall '95
Street Fighter II	Summer '95
World Heroes 2 Jet	Summer '95

COMING NEXT ISSUE

AUGUST 1995 VOLUME 75

What is a new system without games? Next month's 20-page special feature covers the first games to be released for this incredible new system.



VIRTUAL BOY SPECIAL

EPIC CENTER
Chrono Trigger!!

Role-playing game fans have been screaming for information on this hot new game from Square Soft. Next month's Epic Center features a special 12-page article full of the info you need to get started in this massive quest!

Boogerman

Phantom 2040

Street Fighter II

Earthworm Jim

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's the Jungle Book (NES).

Volume 60 (May '94): Super Metroid, The King of the Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings- Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Yoshi Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy), Super-Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the NU64, Banana Bucks, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat 3 Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike (Game Boy), Rise of the Phoenix, SNES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, NU64 revealed.

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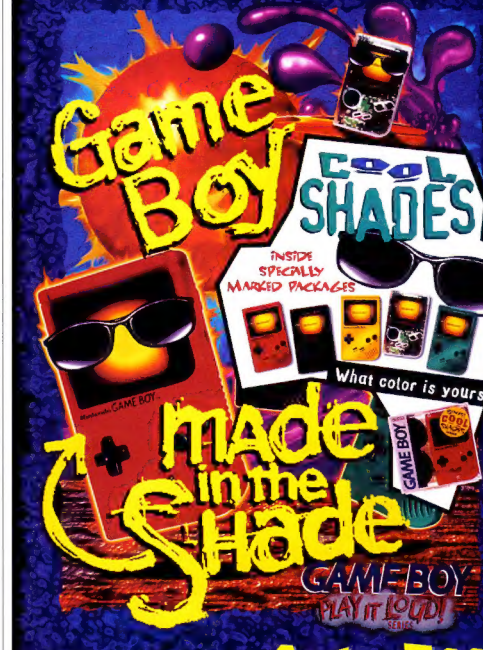
Don't Get Burned!



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